Text Adventure - HLD

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## Overview

A player has to move through a number of locations and complete challenges to successful arrive at the Finish location.

## Game Description

The **Player** materialises in the **Start location** and has to choose between three exits to start their journey.

The **Player** must journey through a number of intermediate **locations** to reach the finish.

All of the intermediate **locations** have four entry points from which the **Player** can arrive through.

Each of the **locations** will have a unique **challenge** that will influence their choice of path to exit their current location.

Whenever the **Player** arrives in a new **location**, the path they arrived through becomes blocked and they can not exit through it.

To progress to the next location the **Player** must complete one of three **challenges**:

* Physical challenge
* Mental challenge
* Flee challenge

The **Player** will have to decide whether to battle an **enemy**, complete a task or run from the location.

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## Location Specifics

Start Location has:

* base class Location
* name
* description
* 3 exits
* 0 entry points(Player start point)
* list of connected locations

Finish Location has:

* base class Location
* name
* description
* 0 exits
* 3 entry points
* list of connected locations

General Location has:

* base class Location
* name
* description
* 3 exits (player can not exit through the same location they entered)
* 4 entry points
* list of connected locations

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## Challenge Specifics

Physical challenge:

* base class Challenge
* description
* difficulty (weighted based on Player’s strength and luck)
* enemy
* exit (assigned randomly when player enters the room)

Mental challenge:

* base class Challenge
* description
* difficulty (weighted based on Player’s luck and intelligence)
* task (multiple choice question, pick a lock)
* exit (assigned randomly when player enters the room)
* has subclass of Question

Flee challenge;:

* base class Challenge
* description
* obstacle
* difficulty (weighted based on Player’s current luck)
* exit (assigned randomly when player enters the room)

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## Player Specifics

Humans have:

* base class of Player
* name
* strength (increases with each successful battle)
* intelligence (increases with each successful text challenge)
* health (decreases with failed challenges, may increase if player gets lucky (rolled a high luck score or health falls to low, they may find some recovery item))
* luck (increases with each successful challenge)

Enemies have:

* base class Player
* name
* description
* strength (weighted random, increases each location)
* health (weighted random, increases each location)
* luck (weighted random, increases each location)

## Game World Map

