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Text-Based Adventure Game

For the semester project, I plan to create a simple text-based adventure game. The program will generate find the player on a deserted island, with the player needing to navigate the island and find a way to return to civilization. At the start of the program, the player will be able to travel from location to location by inputting various directional commands into the console. In addition, the player will be able to perform various tasks within each location, such as searching their current location, picking up items, and combining held items. The actual code of the project will likely consist of a short paragraph printed for the player whenever a new location is entered, with a prompt then asking the player what they would like to do. Once the player has entered a command, the program will check to see if that command is valid and generate a response based on the location of the player and/or items in the player's inventory. If the player has already completed all tasks within a given area, the program will return with a prompt explaining that that action has already been performed. For example, if the player starts out on a beach and moves north to a banana tree using the command "Up", and collects a banana using the command "Take [banana]", and proceeds to use the "Take [banana]" command again, the program will respond with a message saying "There is no need to take a second banana.". Or, if the player has both a match and a flint rock in their inventory, they may use the "Combine [flint] [match]" command to light the match. In addition, a "Help" command will be available that will print all available commands, should the player forget the syntax. While this project

may not be impactful on a large scale, I do plan to go into the field of game development in the future and would like to use this project as a way to create a game, so that I may better understand how to properly program one in the future.