

# Basic Text Survival Game

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# The Game

## Overview:

The game is a very basic text-based survival game that implements inventory, movement, and events.

## Gameplay:

The player interacts with the game by typing in commands to make actions like moving yourself (@). For example, you can move (>north) then (>use tool) to cut down a tree (t) to get wood and berries.



# Purpose



- Compare implementation of a game in two kinds of languages (analyze how two different languages perform in game making)
- Haskell and JavaScript are perfect because the two are very different
- Simultaneous implementation for better analysis

# Compare and Contrast

## Javascript:

JavaScript was more of a control case. It was easy to program and an example of object-oriented programming, which is very ideal for game programming.

## Haskell:

Haskell focuses on functions more, so it is more flexible.

Though there are no objects, the functionality in the program is very sophisticated, allowing us to write concise, high level code.

# Challenges

## JavaScript:

- What type is it?
- Is it a function or an object?
- How am I chopping down pigs?

## Haskell:

- Unfamiliar language
- No objects!!!

# Conclusion: which is better?

- There is no doubt that **JavaScript** is more likely to be an ideal language for game making just because of its object-oriented nature.
- **Haskell** has the potential to do much more, but it's not tailored to making survival games because of the lack of objects.
- Programming in Haskell actually helped improve our functional programming skill in JavaScript

# Future

Although the project is over, we've actually created something really cool.

The resulting code is a pretty good template code of a text survival game since it has the bare basic features of a survival game.

We do wish to continue the development of the game.

**Thanks !**