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| Interactive environments |
| Choose Your Own Adventure |
| **Assignment 1** |
| Version v0.6  All work Copyright © 2012 by Interactive Environments.  All rights reserved. |
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**Version History**

0.1

- Simple Dragon.py Game

- Two choices

0.2

- Added Option to choose Foe

- Added Random Treasure Function

- Added Random Path Function

0.3

- Added Continuation of Story

- Added Enemy or Not Function

- Added endStory Function

0.4

- Added Player Array

- Added setPlayer function

- Added getPlayer function

- Changed code to use Player Array

- Adjusted Story

0.5

- Moved Functions around

- Removed & Renamed

- Developed Story

- Removed Bugs

- Added decisions

- Added functions is\_Number, DisplayStory1, DisplayStory2, DisplayStory3

- Added life functionality.

0.6

- Added time.sleep()'s

- Finished story

- Tested

0.7

- Caught a bug

- Added Decision node comments

1. **Game Overview**

The ChooseYourOwnAdventure game is a dynamic text game which takes user input and then leads them through a number of scenarios. The user can choose their character name, the foe they will fight, and which route they take through the story.

1. **Game Play Mechanics**

The game works by taking text inputs from the user.

1. **Controls**

The user controls the game through their keyboard.

1. **Game World**

Game environment is based on the users input it’s just a random planet, with a cave, a forest, and some paths.

1. **Levels**

One level with multiple choices that can be made at decisions nodes.

1. **Enemies**

Enemies are picked by the user.

1. **Items**

Items that are in the game consist of Sword, Golden Chalice, Tiara, Shield, and Armor.

1. **Cheat Codes**

At the first cave prompt if you type ‘comp2022’ a cheat code will be enabled which will assist you in winning the game.

1. **Story Index**

**Decision Node1:**

1. User awakes and then follows the foe to the cave.
2. User decides which cave to enter, the right cave is randomly decided.
3. User either gets treasure or harmed by enemy.

**Decision Node 2:**

Location 1:

1. If user finds the treasure they then have to choose left or right.
2. If the player chooses left the cave opens up, otherwise they travel further into the cave.

Location 2:

1. If user is harmed by monster they are lead outside and have to choose randomly from a number of paths.
2. If player input is lower than a randomly generated number then they are lead towards a forest, otherwise towards a group of bandits.

**Decision Node 3:**

Location 1:

1. The user is at a castle, they have to choose what to say to the guard.
2. If user chooses ‘a traveler’ they win otherwise they lose.

Location 2:

1. The user is still in the cave, has to choose left or right.
2. Both options end in losing the game.

Location 3:

1. The user encounters bandits, has to choose to run at them or run.
2. Both options end in losing the game.

Location 4:

1. The user is in a forest, has to choose run left or run at.
2. Both options end in losing the game.

**GitHub**

**Link:**

[**https://github.com/cbonin21/Intro2Graphics/tree/master/Assignment%201**](https://github.com/cbonin21/Intro2Graphics/tree/master/Assignment%201)