

Choose Your Own Adventure: Nimbifer

*A TERMINAL-BASED,
INTERACTIVE
FICTION,
ADVENTURE GAME*

Features

Game Design

- Companions
- Puzzle-solving: Troll riddle, Eagle riddle, Door puzzle
- Story/setting: branching narrative, references to literature, humour
- Dialogue and secret reveal
- Multiple deaths (primary failure condition)
- Ascii art checkpoints



GAME_FLOW

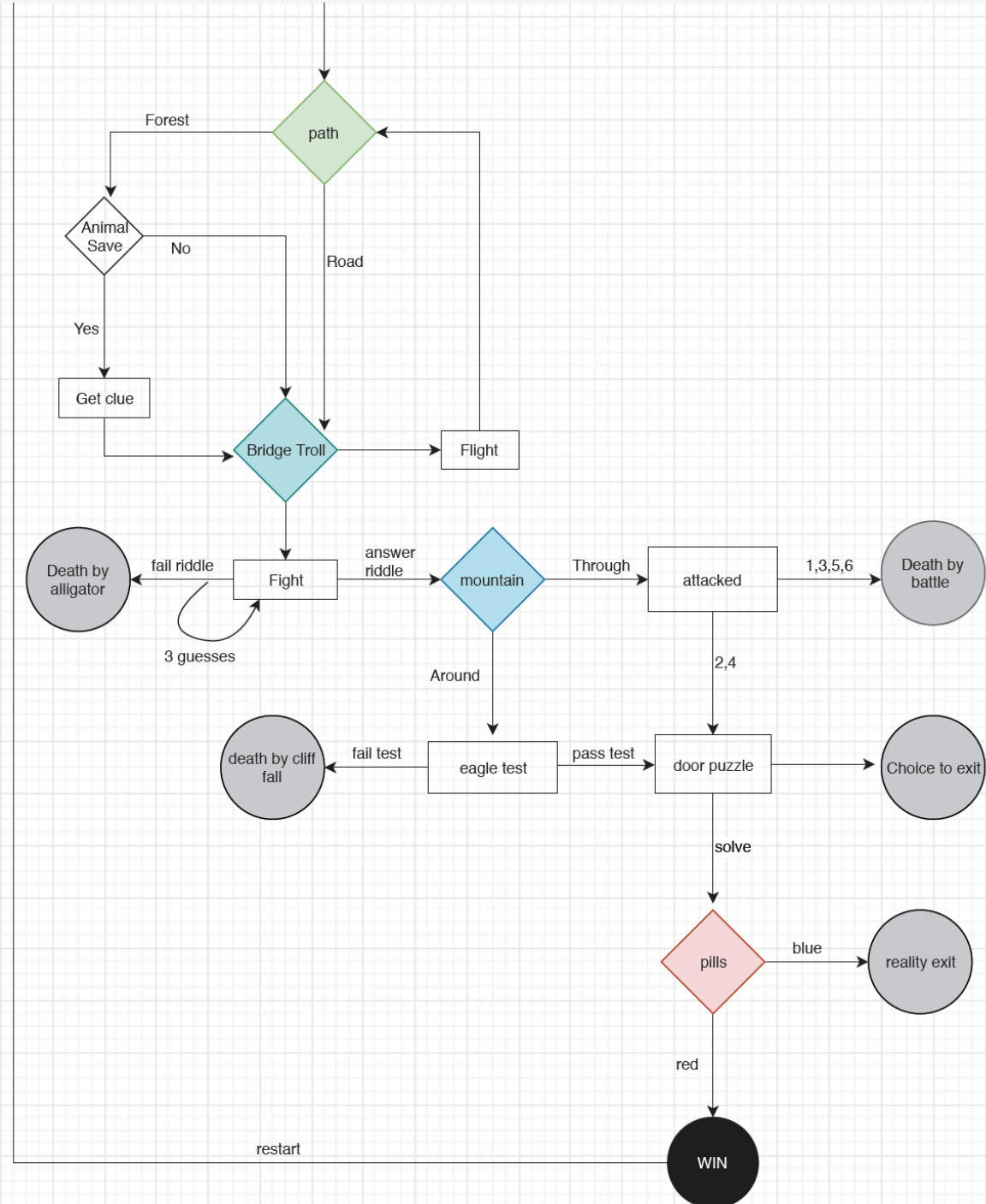
```
def game_play
  $play = true
  while ($play)
    introduction
    path_choice
    while (troll_choice == "flight")
      path_choice
    end
    mountains
    castle_door
    pills
  end
end

$name = ARGV[0]
puts "Hi #{$name}, you will be responsible for making the decisions from now on.
Read carefully and use your wit and bravery to reach the end of the quest."
```

Gems

- Artii
- Faker
- Colorize
- Tty-prompt

You have reached a fork
tween tall trees.
Which way do you go? (Us
► Long_road
Forest_path



Game design code

```
def mountains
  puts "Afterwards, you turn around and each of your companions is behind you! They must have snuck around the troll during the fight. #
  {$user1.each_companion_name} are discussing how far it is to the castle. #{$user1.random_companion} thinks it must be about #
  {Faker::Space.distance_measurement}. But first, you have to get past Mount Escendo!"
  puts $mountain_image
  mountain = $prompt.select("The map indicates you can go through the mountain but there are rumours of a strange species that have been
  lurking in the forest that have come from Mt. Escendo.
  You could go around but this may take longer and the rocky path is narrow and treacherous.", %w(through_mountain around_mountain))
  case mountain
    when "through_mountain"
      puts mount_attack
    when "around_mountain"
      puts eagles_nest
    end
  end
end
```

```

def will_survive_mount_attack(attack_survive)
  case attack_survive
  when '4','2'
    true
  when '1','3','5','6'
    false
  else
    false
  end
end

def mount_attack
  # (attack_survive)
  puts "You step into the mountain and follow the flickering flames through a tunnel that opens into a cavern. It is quiet. Too
of a sudden you realise you are surrounded by strange creatures. They say they are #{Faker::TvShows::DrWho.specie}. #
#{user1.random_companion} thinks you can fight your way out."
  attack_survive = $prompt.select("Pick a number to see your chance of survival",%w(1 2 3 4 5 6))
  does_survive = will_survive_mount_attack(attack_survive)
  if does_survive
    puts "Lucky you picked these legendary companions! You fight your way through the army with #{user1.each_companion_name}
it out of the mountain. Damn, you've got skills. You see Dr. Tempestas' castle and sigh with collective relief. Walk on!"
  else
    puts "#{user1.random_companion} launches the first attack but your group quickly becomes overwhelmed, there's just too ma
this how it ends?
Unfortunately, yes. You die a valiant death in battle."

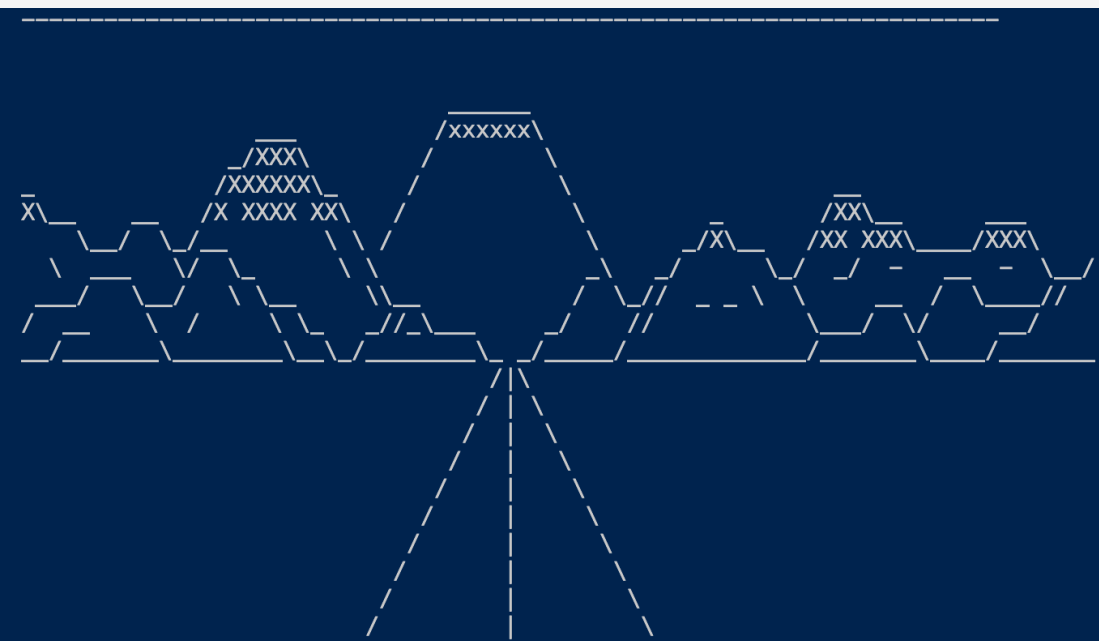
    $play = false
    game_over
  end
end
end

```

```

def eagles_nest
  puts "You reach The Eagles Eyrie. You share the reason for your quest and the giant eagle offers to f
nest. Use your wisdom and wit to prove your worth and solve the eagle's test.\n
This thing all things devours;
Birds, beasts, trees, flowers;
Gnaws iron, bites steel;
Grinds hard stones to meal;
Slays king, ruins town,
And beats mountain down."
  answer = "time"
  eagle_guess = gets.chomp.downcase
  if answer == eagle_guess
    "A wise character indeed, the eagle flys your group to the castle of Dr. Tempestas"
  else
    puts "You will need to walk on foot as the eagle has determined that you are unwise. #{user1.ran
You hear a rumble:"
    ru = Artii::Base.new
    puts ru.asciify('Rumble')
    puts "boulders start raining down up on you! You dodge but then slip and bounce down the mountain
as #{user1.each_companion_name} as you land on the jagged rocks below."
    game_over
    $play = false
  end
end
end

```



MOUNTAIN STAGĒ