**SYNOPSIS**

**1. Title of the project:**

* Oneirology – An Interactive Fiction

**2. Objective of the project:**

**Game design** is the art of applying design and aesthetics to create a game. The purpose of it can vary from entertainment to educational, exercise, even experimental. In today’s time, gamification is a form of interaction where concepts of game design are fairly applied.

In Interactive Fiction or (IF), interaction with player decides the fate of the game. It is a classic genre. In a text based adventure game all the interaction takes place through on-screen words. Their origin goes back to 1975-1977, a time of hardware limitations, however they're still functional today and can be played on modern devices.

Text based adventure games hold a legacy from a time when computing power was not much explored, when terminal access was commonplace, and when monochrome graphics was "state of the art". Players used imagination, inspired by descriptions of old abandoned mansions, dungeons, and even spacecrafts.

Text adventures still have physical dimensionality and a sense of space despite having no graphics.

The aim of this project is to create a text based game and to provide players with the opportunity to make meaningful decisions in relation to playing the game. This project has been developed using Java language. Features of this game are:

* Input for the game is the text entered by the player.
* Game then responds to messages/text of player by text snippets that are predefined.
* The detailed narration and thorough text exchange with the player leads to experience of the new-era games, it proceeds in a manner where the user experiences real-time interaction with its surroundings.
* According to the choices, the player either wins the game or restarts the game.

**3. Project category:**

The Project is a conventional Interactive Fiction developed in Java Programming language.

**4. Language And Software tools Used:**

* Java programming language
* NetBeans 11.0

**5. Hardware Requirment (Recommended):**

* Processor: Pentium III or equivalent
* Disk Space: 110 kB of free disk space

**6. Software requirement:**

* JDK 11
* Netbeans 11.0

**7. Group Members:**

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