Assignment - A Simple Text Adventure Game

Name   ....

Class   ....

Recommended working duration: 2 weeks
Your task is to program a simple text adventure game similar to these two examples:

- [City of Gold](#)
- [Your Spirit Animal](#)

Your game needs to contain at least **five scenes** with at least **two choices** in each scene.
Example scenes could be rooms, locations, battles, situations, questions, and so on.

More than one choice from different scenes can lead to the same scene.

You must be able to finish the game!

Using colours in your game is encouraged. You could also optionally draw graphics, clear the screen, and use other visual ideas to make your game appealing.

Please see the above two games as examples.
There is also [some starting template code](#) that you might find helpful.

Text adventure games were popular in the 1980s and were sometimes referred to as "interactive novels".

Some of them, like the one above, also featured graphics to enhance the playing experience!

Assessment Areas

You will be assessed on the following areas.

Number of Scenes

Your game needs to have at least five scenes

Number of Choices

Your five scenes must allow the user to make at least two choices.

Game Completion

We must be able to complete your game without any errors.

Creativity - Storyline

You will be awarded marks for creativity in the story.

Creativity - Presentation

You will be awarded marks for creativity in your layout and presentation (use of colours, special characters, screen clearing, and so on).

Marking Rubric

	High (3)	Medium (2)	Low (1)	Not Shown (0)
Number of Scenes	More than 5 scenes were demonstrated	5 scenes were demonstrated	Less than 5 scenes were demonstrated	The game did not run
Number of Choices	At least 5 scenes had at least 2 choices	Between 2 and 4 scenes had at least 2 choices	Only 1 or no scenes had choices	The game did not run
Game Completion	The game can be completed successfully without any bugs	The game can be completed with some bugs	The game can be completed with a lot of bugs	The game cannot be completed
Creativity Storyline	A highly creative and original story or game was built	A standard but workable game and storyline	The storyline was difficult to understand	The game did not run
Creativity - Presentation	Colours and screen effects were used and were suited to the game	Some colours and screen effects were used but more would have been appropriate	The game did not use colour or other effects at all	The game did not run