**ADVENTURE GAME**

**Contribution of Eman Butt (SP23-BAI-014)**

* Designed the complete **game layout**, including detailed dictionaries for all rooms.
* Developed **7 unique and engaging puzzles**, each with a different solving mechanism.
* Created the **“Solve Puzzle”** function to allow players to interact with and solve puzzles.
* Managed **player movement** with error handling to ensure smooth navigation.
* Implemented the **“Examine”** function, allowing players to inspect specific items.
* Introduced **two interactive NPCs (Bodyless and Dragon)** to enhance player experience and immersion.
* Designed the **“Look”** function to assist players in exploring their surroundings.
* Constructed the **game logic**, ensuring seamless gameplay flow.
* Sketched and integrated the **castle map** to guide players through the game.
* Designed **menu options**, including **character customization, backstory**, and **instructions** for a personalized experience.
* Contributed to the **save/load game** features for continuous gameplay.
* Developed functionality to load the **default game state** when a session ends.
* Conducted extensive **testing, debugging, and error handling** to ensure a smooth and bug-free experience.
* Added **multiple prompts and messages** throughout to keep the gameplay interactive and engaging.