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Homework 3

Summary

Escape the Room-based Adventure

For our text adventure, we are planning on making it a single player base game. The player will start out being in a dark room, with a small backpack and one key to unlock the first door. In the beginning of our text adventure I wrote a short story about how this one student in school was getting ready to leave class because it was the last day before Spring Break begins. I went on to more details about what happened next to the student and how that student ended up in the dark room. As for the text adventure, after unlocking the first door with his only key he had on him, there were many other doors he had to go through before leaving. Throughout the adventure, there will be clues and notification everywhere telling the player what to do, and what is right or wrong. Also, and maybe, the speaker will pop up occasionally to ask how he is doing or do you need help. But throughout the text adventure, I plan to start out every room, he unlocks with some more clues in the room or riddles for him to solve. For the coding, I plan to do a different text dialog every time the user enters an input and it will print out another line that will continue on with the text.