

Text Adventure RPG

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Abstract

Text Adventure RPG (better name to come) will be a game similar to something like Dungeons and Dragons. Our target audience is someone who enjoys fun RPG style games. So far, we have our repo set up with our individual branches.

1. Introduction

Text Adventure RPG will be a text-based RPG adventure game that allows the player to explore a text-filled world, pick a class, level up, gain gold and loot. Game development is an interesting area and we are looking forward to learning more about what all of that entails. The majority of the game will be text based. We hope to achieve this with minimal graphics, aside from a few images to make the visuals a bit more interesting.

1.1. Background

Our game, as has been previously mentioned, is going to be a text based adventure. Text based adventure games involve text information around every event that occurs within the game. It will be strictly GUI based with text for every event that happens. From picking up loot and gaining gold/experience to fighting goblins.

Creating a world for others to explore is a very exciting task to take on. Being able to take part in this project is something we have both always wanted to do. This project should not be too difficult, with a scope that won't be too large for the semester. The game will also be single player, for simplicity.

1.2. Challenges

Stuff for Billy to fix up.

2. Scope

Stuff for Billy to fix up.

1. *Interactive GUI for Gameplay*

Stuff for Billy to fix up.

2. *The Story*

Stuff for Billy to fix up.

3. *Class Selection*

Stuff for Billy to fix up.

4. *Obtain/Use Loot*

Stuff for Billy to fix up.

Stretch Goals

5. *Gold and Leveling System*

Stuff for Billy to fix up.

6. *Different Locations/Areas*

Stuff for Billy to fix up.