

# Assignment #1: Interactive Terminal Project.

## Scenario #1 (summary + thoughts)

"Little Red Riding Hood" branching choice story.

- Start with a basket of muffins (5-7?)
- Have to get through the forest to grandma's house with as many muffins as possible
- different endings based on number of muffins
  - ↳ 0, 1-2, 3-4, 5
- ways to lose muffins
  - ↳ take main path OR scenic route through forest  
~~gets hungry~~ gets hungry, eats muffin
  - ↳ bump into wolf → run through bushes OR ???  
lose muffin (maybe 2?)
  - ↳ sly fox asks you a riddle
    - If wrong, takes muffin
- just choose your own adventure, some branching paths
- integers keeping track of muffins.

## Scenario #2 (Summary + thoughts)

Short Dungeon Crawler - Choose your own adv.

- Ask name + remember it
- Ask for starting gold \* if less than X amount, ? merchant will give you gold \*
- List of items to buy
  - ↳ health potion, sword, shield, strange key
- Maybe 4-5 rooms + final boss room
- Choices in each room
- 100 HP starting, can lose HP throughout ? < MAYBE  
(not sure if I want to have an "HP" stat)
  - ↳ or just choices that can lead to "Game Over"
- Spike trap room, enemy rooms, secret room (?)  
(puzzle maybe?)

### Scenario #2

- "Strange Key" room, leads to secret weapon, strong against boss  
(maybe if else dialogue option doesn't come up if you don't have weapon)
- 3 step boss fight, can lose
- Win = game finish, congrats!
- \* quite a few variable to remember

### Scenario #3 (Summary + Thoughts)


- "Build your own sword"
- 3 ~~to~~ parts of the sword
- maybe 3 variations for each section of the sword
- all different variables, funny/witty ~~to~~ names
  - ↳ in the end creates a name for sword, made up from what was chosen
- enter blacksmith
- ask for name, gold
- parts cost different amounts


### Scenario #4 (Summary + Thoughts)


- "Chatbot" type of terminal
- ASK user questions and remember
- maybe a quiz of some sort
- ask for name
- ask 5 questions (multiple choice) / maybe some math.
- remember ~~the~~ answers
  - ↳ give score at end
- user inputs numbers
- Pool to check how many right answers

## Scenario #5 (Summary + Thoughts)

- Being chased by a creature/monster/human
- choices : go left/right, jump, duck, crawl
- Wrong choices = danger gets closer
  - ↳ 3 wrong choices = game over
- Maybe choices to pick up items to help you or choices to slow the danger chasing you
- would be interesting with a timer/countdown mechanic







## Scenario #2 - Dungeon Choose Your Own Adventure

- trouble with booleans at first
  - ↳ declared all booleans as false at program start  
turn them true if conditions met
- exploring "hurt" states (kind of winging it currently)
  - ↳ too hurt = Game Over
    - unsure how to call a game over state  
with current code
- changed shop prices + items

Up to  
Second Room