Textual Data Files Document - Text Adventure Game

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Github Link: https://github.com/jasdeepsekhon/PYTHON-PROJECT-TEXT-BASED-GAME

How program messages, rooms, items and characters:

Text Adventure Game will have connections to different rooms in our map that we created in the Storyline Document.

In order to go to a specific location on the map, the characters will have to say "go to" and then enter the location they'd like to go to. Of course in order to go to specific locations such as school you must first go through the main yard, and there's certain locations where you will encounter new characters or run into obstacles before entering your location of choice. In order to use each of the items with their respective actions:

Items	Actions
Magic Wand	 Use Magic Wand Strike Magic Wand
Black Magic Books	 Open Black Magic Book Read Black Magic Book
Daggers	 Take Dagger Conceal Dagger Strike Dagger Throw Dagger
Potions	 Use potion Conceal Potion
Keys	• <i>Use</i> keys
Chests	• Open chests

Invisibility Cloaks	• <i>Use</i> Invisibility Cloak
The Marauder's Map	 Open Marauders map Read Marauder's map
Food	• <i>Eat</i> food
Time Stopper	• <i>Use</i> Time Stopper

There's no specific way to "bring" characters into the game, rather they will come in the storyline naturally. So when Harry encounters Ron it's because he was walking back from School and he saw him in the forbidden forest. Then you can decide to "go to forbidden forest". Where you approach Ron and he also introduces another character named Draco Malfoy who is his nemesis. Harry helps his friend, and messes up a spell. He decides to run back to his room, this is where Severus Snape is introduced and Harry can either hurt him or tell him what happens. He can also run into Hermoine on his way back who he can convince to join him. As Hermione tags along, many characters can get introduced along the way. I'll make a table to make this look more easier to understand:

Actions	Consequences	
Go into Forbidden Forest	 Meet Ron Weasley Do forbidden spell on Ron changing his face 	
Decide to go back to Room to help Ron OR continue attempting spells	- Go back to Hogwarts try to find potions, spells	
	OR	
	- Harry decides to go against Ron and turns away from him to make Professor Snape aware of Ron's actions.	
Harry goes against Ron	- Ron is angered that his friend could betray him like this and casts a spell on	

	Harry causing him to fall to the ground
Harry cast spell hurting Ron	 Harry grabs his wand, and casts a spell hurting Ron back and Ron falls down.
Stopped by Professor Severus Snape who performs a truth spell forcing Harry to confess his actions.	 Harry can either grab a dagger and hurt Snape or work with Snape to capture Ron Weasley. If Harry decides to hurt Snape he can also grab Snape's potions from his pockets to help Ron with his spells.
	OR - Harry tells Snape what happened. Snape grabs harry by the neck and drags him to Dumbledore who questions Harry
Harry tells Truth to Dumbledore	- Dumbledore and Snape encourage Harry to go back to the Forest to stop him from doing black magic.
Harry runs back to Forest	 approached by Hermoine who urges Harry to help Ron as he is his friend Harry can either go to Professor McGonoagall and help stop Ron from pursuing any actions that can hinder his academic and personal development or join Hermoine in helping Ron.
Run back to Forest after grabbing Potions from Severus Snape	- approached by Hermoine who urges Harry to go back to Professor McGonoagall's office and let him know what Ron is doing, or she will have to go to the professor herself.
Harry can either go to Professor McGonoagall and help stop Ron from pursuing any actions that can hinder his academic and personal development or convince Hermoine to join him	- Harry tells Hermoine what Malfoy did, and Hermoine decides to grab her books from her room to help Harry and Ron

	on their conquest to punish Malfoy for his wrongful actions. - Harry and Hermoine decide to grab weapons to protect themselves from anything that may happen to them in the forest. - They grab more potions, knives, swords and an invisibility cloak from professor McGonoagall's closet. - Hermoine decides to go through the library to find books on reversing spells in case something goes wrong.	
Head back to Forest	- Forest begins attacking them	
Reverse spell	 As they try to reverse the spell that was casted on Ron earlier, a figure begins to appear in the forest. It is Voldemort They now must use magic and their weapons to defeat him 	
Open magic book	 Open a magic book, look at how to reverse spells. Reverse spell = defeat Voldemort as he is returned to the dark place he came from. 	

File Structure:

Rooms	Items	Characters	Actions
 Forest Quidditch Field Potions Class School Main Yard Gryfindor dorm Hospital Cafeteria Bathroom/Dark Magic 	 Magic Wand Black Magic Books Daggers Potions Keys Chests Invisibility Cloaks The Marauder's Map Food Time Stopper 	Students: Harry Potter Hemoine Granger Ron Weasley Draco Malfoy Professors: Professor Dumbledore Professor Severus Snape Professor McGonagall Final Boss: Voldemort	 Take Drop Read Use Throw Wield Conceal Strike eat

Dynamic vs Static:

Functionality from code to data: