Final Project Proposal
Cat Bakes Cake for GrandmaCat

- A little RPG game/text adventure game where the player plays as a Cat on a mission to bake and deliver GrandmaCat a cake. The player gets to choose their own path and complete small side quests to obtain the ingredients required to construct the cake.
- The game ends when Cat successfully delivers the cake to GrandmaCat
- Mini Games: Scavenger Hunt, Crack the Code (Higher Lower), Word Unscrambling (if we have time)
    - The player will encounter these minigames at various locations in the game in exchange for ingredients
- Ingredients: Milk, Eggs, Sugar, Wheat

Example of what we are envisioning:
Beginning: You start off at your house, player is given 4 choices:
    1) Examine Inventory
            - If selected, the player's inventory is displayed through a string: You have: …
            - If empty, the the String would read "You have nothing except love from Grandma"
    2) Exit House
            - Directions: [Garden], [Barn], [Convenience Store], [Farmer Stand]
    3) Talk to Grandma
            - If you inventory does not have cake: "You don't have anything for grandma right now… come back later?"
            - If inventory contains cake: " Thank you my lovely skrunkly grandchild <3 "
            - Game Ends
    4) Kitchen
            - You are missing: [prints out missing ingredients] "go get them!"
            - You have all the ingredients: Cat bakes, receives cake in inventory

[Garden] " This is your grandma's garden. There are some pretty flowers"
    1) Examine Inv
    2) Pick a flower
            - Flower added to inventory
    3) Go Back Home
Etc...