**My experience playing Colossal Cave Adventure**

From the get-go you are thrown into a the center of a map of the cave adventure that you cannot see. A description of where you are is provided, however the commands to go from there are somewhat ambiguous. It is explained to you in the help page that you can go north, south, east, west, and the diagonal half directions, but also there is up and down? It is entirely unknown to you how large the map is, and from the play-through of this demo the map appears to be three dimensional but sometimes north and up, and south and down do the same thing, but not always? It is also incredibly disorienting because you can get stuck in places on the map, and in one spot if you go north it goes into a snake pit but you cant go north, south, east, west, you have to go up, which gets you back to where you went north from?

Probably one of the biggest struggles with this game is that the descriptions aren't very verbose. It is hard to know what direction is what, and as mentioned earlier the directions themselves are very confused. It also does't seem to be a square map or any regular shape, as you can get stuck in the middle of nowhere if you just go only east on the map and cant go any direction but west for example. Perhaps a way to improve this would be to make descriptions more vivid and describe more explicitly why a user cannot move a particular direction as only sometimes that info is told to the player. The game seems to lack a lot of regularity and the change between how it behaves at times without telling the user why adds confusion for no reason.

**A plan**

* **Objective:** the objective of my game will be to navigate through a library to print an assignment for a class. I haven’t decided exactly where but there will be objects like laptop, flash drive, paper, etc., the user will have to complete the homework as one of the challenges (will make it a simple question,), interact with a friend, and find the printer, and whatever else. They will also have to navigate through the offices and desks inside the library
* **Variables:**
  + A class object as the user/character. This class will be doing most of the user input, checking if the character can move, etc.
    - **Variables**: inventory (array of world Items, see later), position (x and y, numerical), score, character name (but why is this required?)
  + A map array: a 2 dimensional array (probably 5x5) of location objects, each has:
    - **Movability**: (0,1,2) where 0 is a full block, 1 it can be entered, 2 it can be moved through, no restrictions
    - **Room**: what is actually there, short description of what is there
    - **Description:** detailed description of the area, for the user to be able to “see” what is there
    - **Items:** an array of what items exist in the room. This will be limited to some amount or may be not an array and only allow one
  + World items: the items in the world
    - **Identifier:** enumerated identifier for what object it is
    - **Activated:** whether the user has done the thing to activate this item for it to be used for what it needs to be used for, will have a case by case checking function on how to activate it for each identifier
  + Global completed variable
* **Functions:**
  + **Main:** will have a while true loop to loop through until the task has been completed and it will return out, will also process user input commands using cin
  + **Movement function:** for the character class to check if it can move to a place
  + **Add to inventory:** add selected object to inventory, also a paired function should be one to remove that object from the room but ill deal with that when i come to it
  + **Other inventory functions:** hard to think of all at once but basically mutator functions for all the things about the inventory
  + Most everything will be done through the character object, and most of it will be simple mutation, try and keep it simple