Mountain Climber

Overview:

“Mountain Climber” will be a command prompt, text-based game where a player outfits their climber with gear, chooses their skills, and battles seasonal changes in danger and difficulty in order to climb a mountain.

Classes:

* Climber: Has skill attributes (strength, balance, composure, etc)
* Backpack: Contains a chosen amount of climbing gear (ropes, axes, protection, beta)
* Route: Can be one of 4 types
  + Scramble: Low ability, low gear requirements, high danger
  + Rock: variant ability, medium gear requirements, low danger
  + Mixed: high ability, high gear requirements, medium danger
  + Ice: variant ability, high gear requirements, medium danger
* Environment: Determines attributes of other classes
  + ie. Low temperature can change a rock route to an ice route
  + ie. Intermediate temperatures can increase danger of mixed and ice routes
* Mountain / Mountain Climber: organizes routes, climbers, gear and plays the game.
  + Depending on implementation, this may be one or two classes. It may be split between the game engine and the mountain generator.

Game Flow:

1. Player picks a season (Winter/Spring/Summer) and a difficulty (Easy/Medium/Hard)
2. Player allocates their skill points (RPG-style)
3. Player selects their gear to put in their backpack. Each item has weight and a backpack has a maximum weight capacity
4. Mountain Climber class generates a mountain to climb
   1. Difficulty determines number and grade of routes
   2. Season determines type of routes and danger level

Additional Comments:

* If this game is not already too complex, a Time class may be introduced to make the player race against the clock.
* I may have to reduce complexity if the code gets to elaborate or the game becomes unwinnable.