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CMPT 220L

October 13, 2017

Professor Arias

<div align="center">Text Adventure</div>

My project is a text adventure game. The goal will almost be like an escape game. There will be multiple endings where you will be able to escape but there will also be instances where you could get stuck. Each "question" or checkpoint that you get to gives you more choices than you need to move on to the next tasks in order to make you second guess yourself, or in the virtual aspect of the game, get you stuck.

Designing this program, I used switch casing and if-else statements. Loops will be what makes the game work. You may be brought back to certain points if answer are not answered correctly, so it will be non-stop loops.

There will also be other little games inside of the entire adventure to pass checkpoints. For example, tic tac toe or a guessing number game or maybe even a simple riddle. So other JAVA techniques will be used within the game and will not only be loops and if statements. It will be a lot of lines of code and I will be using more than one class for this project in order to make it a legit game. The complete theme will be apocalyptic and a thriller type game. It will be fun to make and something to think hard about in order to complete.

Make sure there is an element of randomness to the sequences, so it is not easy to guess the strategy.