

Julia Towey

Professor Arias

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Text Adventure

The project that I am creating is a text adventure game. The goal is to make the game as challenging as I can for the player to complete the game. Each question that will be asked will have different options for the player to choose from and it will give them different scenarios as to where they could end up. The tasks are made in order for the audience to second-guess themselves and make you stuck in the game.

Using switch casing, the program will come together in the elaborate escape game that it is meant to be. There could be moments when the player gets stuck in a non-stop loop that they brought themselves into or they could just get to a point where they can't go forward anymore and will have to start over. There will be multiple endings in order to complete the game but the majority will be entrapment and no escape. That is the fun of the game because you may continue to choose different routes, but still not escape. There may be some riddles asked or some guessing number game involved in order to get to the next checkpoint, but it will mostly be questioned with two or three choices to choose from.

I enjoy video games and creative thinking so that is why I wanted to make a game like this. Text adventure games can be simple, but I am trying to make it as

elaborate as my knowledge can take it. The user will be given a scenario of where they are and what they are doing for each question. Once that is explained, there will two or three choices displayed for them to pick. And if they pick a bad answer, they could be sent back to the beginning of the game or placed in an infinite loop, or it could just the end right then and there for the audience.

In this project and game, the story writing of it almost done, with just a few needed details to add in. Once that is finished, the difficult parts of the game will be completed. That includes the infinite loops or the hard questions that the player has to answer or the way a question could send you right back to where you started even if you were one question away from the finish.

I did use a youtube video to help me with the startup of this game. I needed a skeleton to work off of and the video helped me create it:

<https://www.youtube.com/watch?v=nV72rsLwePw&t=780s>

Without this video, I would not have to know what point to start from in order to make the player jump from question to question. The man making the youtube video explains it by making his own text adventure game but a different way the questions are answered.

In conclusion, this text adventure will come together and work very well. It will be adventurous and difficult to complete, but that will be what makes it enjoyable to play with, even if the audience never finds the end to the game.