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Text Adventure

The project I created was a text adventure game with many options and solutions for winning this game. The goal was to make the game as challenging as I was able to code and for the player to complete the game. Each question that is asked the player is descriptive with two to three given options for them to travel throughout the setting. There are many ways the player can die in it and very few ways for them to win it all. The tasks are to make the player question themselves or second guess what they should be doing to answer the questions in front of them. The way the game was created was difficult and time consuming, but it was created in the end. Some problems occurred, but as a coder, I had to work around them and figure out each issue to make sure the game ran smoothly. Once the program begins to run, completing it is simple enough for anyone to play and find a winning scenario.

The code method used for this adventurous escape game was switch casing. It is set up where the question being asked is displayed on the screen in front of the player. From that information, they are given two or three choices to pick from to make there invisible character travel to the next checkpoint. They have to choose wisely, otherwise

they will end up losing the game. One bad selection could cost any player to not win the game. When the choices are displayed in front of the player, they would type in the number selection they want into the console and then hit enter. Once enter is hit, the code runs the program to go to the next question, but if the wrong character is hit originally that is not one of the choices, then the program will fail and stop running in that moment.

Some issues that made writing the code quite difficult was when originally the program wouldn't jump to the question that was requested by the player. The running code would have the output follow each line of the source code and not jump to the question picked for the person. Since that happened, and after some research, I realized that i needed to put the line of code typed out as "break;" after each question and case. That allow it to jump to the choices being asked to go to.

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. Other than that, I did not use other websites to help me. I tried to use my own knowledge and what was learned in class about switch casing. I ran into many errors and sometimes the program would not run at all, but after some debugging, the

incorrect code was discovered and fixed to whatever improvement it could use. It was not easy to create, but I succeeded in the end.

I did try to make the code able to have its own separate window for the game. I did not want to have the game to run still connected in the Eclipse app but everything I tried kept giving me many errors or made no difference in the outcome, whatsoever.

In conclusion, this text adventure came together and works very well. The way to win the game is not an easy feat to accomplish and may never happen for some players if they continue to make poor decisions for their character. It is adventurous and difficult to complete, but that is what makes it enjoyable to play with, even if the audience never finds the end to the game.