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Software Development I

Wednesday 5- 9:15

For my final project, I propose to do an application project, specifically, a text based adventure game. The game does not have a title, but the basic plot is that the player wanders around picking up different types of weapons that can be potentially used to kill people throughout the game. Feature wise, the game would require code to physically illustrate the world through text, give the player the ability to walk through the world, and pick up and store weapons. Additionally, within the game, would be “people” that the player can use to try out different types of weapons. The people would move around randomly throughout the world and be in different places, and ideally spawn endlessly or to a specific internal limit. Some people would be harder to kill, requiring some kind of internal tracking system. The player would have fully functioning navigation, including the ability to go back and the game goes back one step. Additionally, the player would be able to combine items they can pick up into predetermined combinations to create more powerful weapons. However, some of the people the player attempts to kill can fight back, thus allowing the player to be killed. Certain items sprinkled in the game would restore health. The game would contain at least 10 different locations where the player can go to, and have three dimensional navigation (up and down as well as left, right, forwards and backwards). Additionally, the player would have to unlock a certain item or number of items to be able to start murdering people. This would create a substantial amount of work to track all the attributes of the people in the game, as well as create items that have different purposes. The game would track and display a player’s kills and inventories. During development, more features may be added or subtracted (only if necessary) and the main theme may end up being changed, but the functionality would be the same. The purpose of this project is for the amusement of those who enjoy textbased adventure games and will allow me to further develop my programming skills as I implement features that require solving challenging problems.