**An Unfortunate Fright Night**

**Text-Based Adventure Game**

We have two people in our project: Sydney Elledge and Shannon Jones. We want to make an adventure text-based game that resembles the 1980s Zork that was made for DOS, but we want the game to be more about choosing your own path, whereas Zork already had a path for you that the user had to figure out. We want it to have a silly story line that is centered around Halloween. We will give the user several choices and paths to choose from. For example, in the beginning of the game, we are going to give the user a choice of whether to go to the party or go to a haunted house. The user can then choose which path to go on. Before the user makes their choices, they are going to have an introduction in the beginning written in text so they have an idea of how the story will start.

Even though it is text-based, we want to try to put in some animated graphics or pictures if animated graphics are too difficult. We know that the graphics need to be made in a graphic editor, and we are thinking of using gimp since it is free and easier to use. We really want to try and make it look like an old-fashioned adventure-game. We want it to be a game where everyone would have fun. We want it to be a game that someone would want to play with their friends and replay it so they can see what each choice led them to. Choice-based games have great replay value because the user would be curious about what would happen in each path.

We want to have a GUI interface and we are thinking about using Tkinter to provide a “robust and platform independent windowing toolkit” (Python Software Foundation). We want to have the choices pop up bolded in a window and then another window will come up with choices that they can choose. The user can click on the choice they want and then more text will come up in the story and then another choice will come up that they can choose. We are going to import pygame library to utilize their multimedia aspect in our code. We want to use flush in the code to prevent buffering so that our game doesn’t glitch out while the user is playing.

**Sources**

Python Software Foundation: https://docs.python.org/3/library/tk.html

Stackoverflow: <https://stackoverflow.com/>

Quora: quora.com