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CMPT 220L Project Proposal

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       For my project, I would like to create a user input-based adventure style game application. The application will function by storing a series of variables that the user discovers at various locations on the game map. The user must collect certain elements to combine with his current ones and these elements are used to do various things around the world. The game will progress as the user discovers new places and the requirements to unlock them, elements, items, and abilities. I plan to incorporate different types of variables, equations, and utilities we have learned in class as well as several methods that deal with different aspects of gameplay. The current player will be identified by the name they provide and all of their profile data will be stored as they progress. The game will be entirely text-based, meaning scanners will handle retrieving commands. There will be instructions at the beginning and will guide the user as reasonable to an ending of some kind. This is all the information I plan to include as of right now but I will definitely look to add more features as I expand the game's plot.