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CS155 (C#/.NET – Text Adventure Game)

Final Project

Story Line:

1. Created several locations (or Cells). Each cell has 3 objects: 2 Cell objects and one event object. The first cell object is the events outcome of completing the event. The second cell is for failing the event.

2) If a player guesses a correct answer to complete an event, he/she moves to the next cell.

3) If a player guesses an incorrect answer to complete an event, he/she is given additional opportunities to guess correct answer.

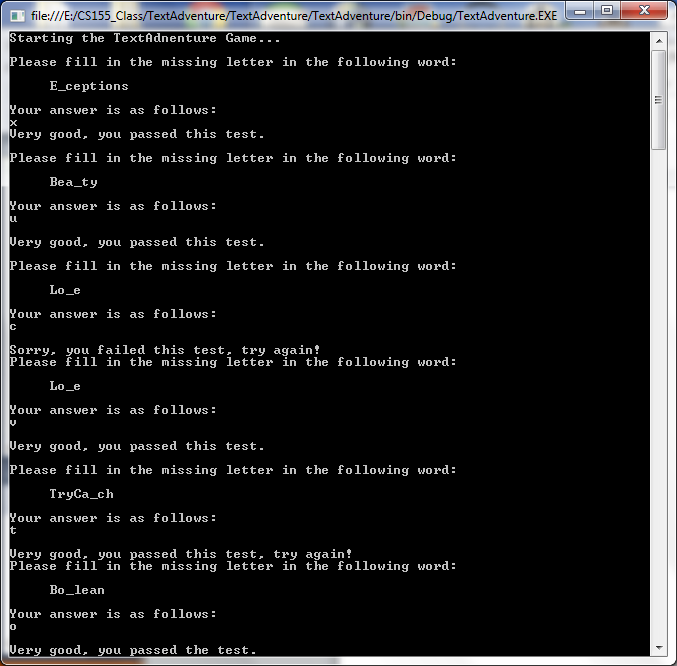
4) After going through all the locations, puzzle game ends with a message to indicate the final outcome.

Note that there are two possible final outcomes:

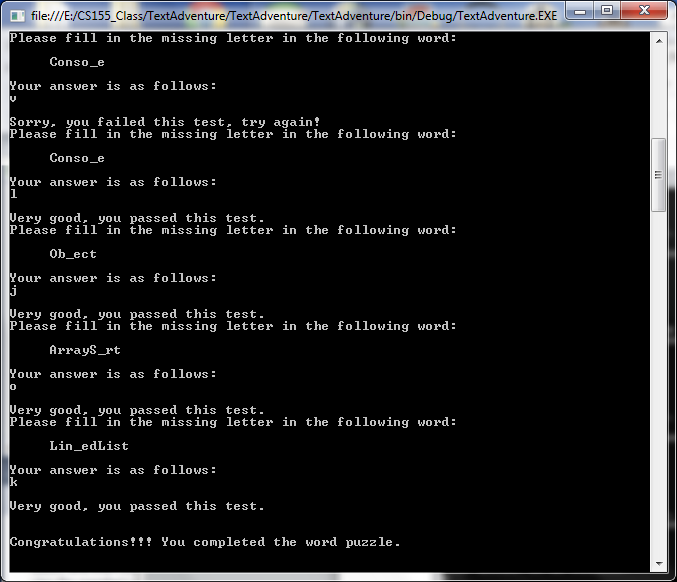
1) In case a user completes each event successfully (regardless of number of tries), then the final outcome is a success.

2) If all of the missing letters in all words were not guessed correctly, the final message will display the text accordingly.

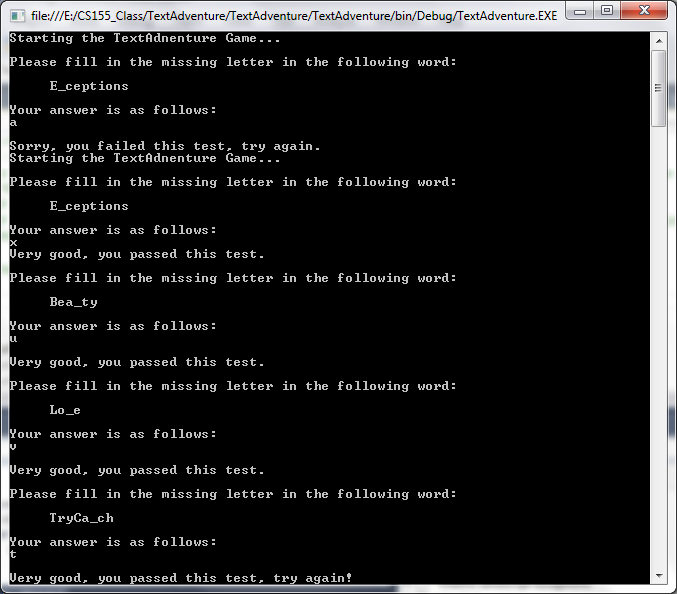
See below successful completion of word puzzle:



Continuation of above screen



Unsuccessful completion of word puzzle:



Continuation of the above screen:

