



# Text-Based Game

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While I'm not 100% certain where the game is going (zombie survival games are overdone), I want to make some sort of text-based adventure game. I know that for a text-based game I need some higher level programming for this to be acceptable to you (like arrays and such) so I want to find a way to incorporate higher leveled programming while still making a fun game.

My game involves a god-like demon who is the narrator of the story who also lives inside you, you wake up in a dark room and have to figure out what to do from there. Not rated PG is all I can say is going to happen.

I plan to make it as open as I can, so that'll involve a lot of switch statements and different endings, but it's tedious work i'm willing to take on. Possibly an escape room scenario? But I'll have arrays to make an inventory and maybe generate different objects each time it's played through, so each time isn't exactly the same.

I also plan to incorporate multiple classes to simplify the look of the main class, which helps with a branching storyline. This helps maintain my code and breaks it into sections so if I find an error, I can pretty much guess exactly where the problem lies.