* Hypertext interactive fiction game based on movie *The Goonies*
* Basic plot of movie
* Wanted to choose a movie from the time period that hypertext and interactive fiction was big, early internet years – Goonies came out in 1985
* Since in the movie they go on a treasure hunt I thought this would be a good choice and allow for me to adapt to add an interactive form
* Trying to stay close to the plot of the movie with some additional added roadblocks
* Want to add different endings to make game more challenging
* Working on incorporating sound and pictures (already have some) to set the scenes and make the experience more immersive – big part of my project is to use sounds to add effect which some of the IF works we looked at in class lacked
* Add to the experience by making game first person as you hunt for treasure with the other members of the Goonies
* Even if not familiar with the movie it can still be a fun little treasure hunt game
* [Demo]