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Intro to Programming Logic

Midterm: Adventure Game

I want to create a simple text-based adventure game. This game will have a simple layout, but will explore developing certain game mechanics, so that developing a similar game with a more complex layout will be much easier.

This game will be a simple dungeon crawler, and the difficulty of progressing through the various rooms of the dungeon will depend on the character class that the player chooses. For example, if a player chooses to be a warrior class, it will be easier to progress through enemy battles and obstacles of brute force. These same obstacles should be more difficult for a different class, such as a mage class.

Players should feel free to explore the dungeon as they see fit; they should be able to freely travel through rooms that they have already explored. If they have already been in a room, the prompts should change accordingly.

I also want to develop a simple battle system. There will be no random enemy encounters in this game; all the battle occurrences will be planned, but their outcomes should vary. The ability of a player to succeed in battle should also depend on their character class.