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CS172

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Final Project Proposal

The problem we will be tackling will be the writing of a text-based video game. Using the 1977 game Zork as a reference on how text-based games tend to work, we will be devising a plan to collect user input, process that input in two steps, and call functions specific to the user's command. There will be many classes, each correlating to a different object type. The Game class will have a room. The room will have characters and items. The characters themselves will also have items. This will require creating pointers to the items, so they can be passed between classes without hindrance. Our game falls into the mystery genre as the user explores a mansion and solves puzzles.

The anticipated challenges will be working through the rather deep memory management. Because the Items need to be passed between many classes, the pointers will need to be carefully managed to prevent memory leakage and crashes. The Game class will be programmed to be able to save all game properties to files, so file i/o issues could easily arise with reading and writing all game info to files. We still need to figure out how exactly we'd like to go about saving and loading the files.