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<u>Project 2 Proposal</u>

For Project 2, I propose a text-based adventure game. The project will be called "The Wrath of Krogon 2." The player will be able to move to different locations, search for items, collect items, or discard them, as well as fight monsters. The main goal of the game is simply to escape the city the player is trapped in, but they will receive different endings based on their items. The game will also have special win and loss conditions based on what items the player has and has not collected during their play-through of the game. Upon completion of the game, be it win or loss, the program will ask the user if they wish to play again. If the player answers "yes," the game will restart, otherwise any other answer will cause the program to close. The game will also give the player points for completing various tasks. Some of these "tasks" will mostly be travelling to the different locations and collecting different items. The game will also have conditions of passing/failing these tasks. For instance, if the player comes across a monster, but does not have any item the game will recognize as a weapon, the player will fail the task. In this particular instance it will also result in a game over for the player. The basic commands for the game will be kept as string variables. These commands will include north, south, east, west, take, search, drop, and quit. If the player chooses to quit during the middle of the game, they will lose any points they received during their adventure. Upon a game over or if the player types "points," the current amount of points they have will be displayed. The game itself will be run

through a loop and the navigation of the game will be handled by a series of if and else-if

statements (until I learn a more efficient method in Java).