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<p style="text-align:center">Project 2 Milestone Paper</p>

As of the time this paper was written, Project 2, "The Wrath of Krogon 2," has its basic features. The player can choose to go North, South, East, West, call for help to display a list of valid commands, check how many points they currently have, or quit the game. The game itself has two possible endings as of now. One ending has the player "win" by escaping the city they are in and the other has the player "lose" by dying at the hands of Krogon, the monster of the game. The game currently has seven different locations the player can go to, though two of said locations will lead to one of the two current endings. More locations will be added in a future version.

Currently the game possesses most of the features stated in the original proposal as well as some new features. However, currently the player is not capable of searching for or picking up items within the game as of yet. Some of the features not mentioned within the proposal include being able to check how many points the player currently has, choosing a name and having it appear in the beginning backstory, being able to call for help, and quitting the game before reaching one of the endings. Another key feature of the game is not only the player being able to receive points, but if a player visits a location more than once, it will not let the player receive points multiple times. For example, if the player visits the armory for the first time, they will

receive five points. However, any other time before a new game starts will not yield any points from that location.

The game is currently run through two methods within the main class. One method is the main method that has the entire "game". The other method is where the player enters their name and that name appears within the pre-made backstory. After doing this, the program goes back into the main method and runs the game. The game itself is run through a while-true loop. The player can either enter North, South, East, West, or a command such as help, points, or quit. It should be noted that currently these are one letter entries. For example, the player would type "n" to go North, "s" to go South, and so on. For now this is for simplicity and convenience. In a future version the player will be able to either type the one letter or the full word. The player starts off from a set location called "start". If the player travels North from there, they will come across the hospital. Their only option here is to go South and return to the starting location. The way the loop works is that it prompts the user to enter a command or direction, checks their location, the direction, and if it is a valid direction they can go, changes their current location to the new location. It will also then check the Boolean variable of whether or not the specific location has been visited. If it has not, the player receives points and that variable is then set to true. Any other time they visit that specific location again without starting a new game will yield no points. After all these checks through multiple if and else-if statements, the program displays the player's new location String and then loops back to the beginning of the loop, prompting the user to once again enter a direction or command. This will go on until either the player reaches one of the two ending locations that breaks the loop or quits. When this happens the game will inform the player of how many points they finished the game with and the program will then

terminate. In the future the game will ask the player if they wish to play the game once again. If they respond "yes" the game will restart and if they type "no" the program will terminate.