Adventure Game — Development Report
Date: 2025-11-09

Summary

This report outlines how GitHub Copilot assisted in developing
the Adventure Game,
focusing on question generation and game structure improvements
in the
`adventure_game.py` implementation.

1) Game Features & Copilot Assistance

Question Generation:
- Developed clear, engaging riddles for the forest path (e.g.,
"What has to be
    broken before you can use it?" → "egg")
- Created balanced quiz questions for the cave path with
appropriate difficulty
- Ensured consistent answer formats across all challenges

Game Structure:
- Implemented two distinct paths (Forest and Cave) with unique
challenges
- Added health point system (3 HP) with appropriate deduction
logic
- Created progress tracking for multi-step challenges

User Experience:
- Added visual progress bars to show advancement through
challenges
- Implemented clear feedback after each player action
- Created welcome and victory banners for better game atmosphere

2) Game Paths & Challenges

Forest Path:
- River Branch: 4 riddles with progress tracking
- Tree Branch: 5 quiz questions with health management
- Each branch provides unique story elements

Cave Path:
- Torch Branch: Combat-themed questions with health tracking
- Sneak Branch: Stealth-based challenges with progress display
- Both branches maintain consistent difficulty

3) Key Implementation Features

Progress Tracking:
- Visual progress bars show completion status

- Clear feedback after each answer
- Health point display when relevant

Input Handling:
- Case-insensitive answer checking
- Standardized input prompts
- Clear choice presentations

Game Flow:
- Restart option after completion
- Consistent game state management
- Clear win/loss conditions

4) Documentation Added

- README.md: Complete gameplay guide and setup instructions
- This report: Development process documentation
- Code comments: Clear explanation of game mechanics

Note: The game maintains its original design while providing clear paths to
victory through either solving riddles or answering questions correctly.

End of report.