

WARRIOR OF THE FORGOTTEN

TEXT RPG ADVENTURE GAME

PROBLEM STATEMENT

This project focuses on the design and development of an immersive text-based RPG adventure game built using Python. Players begin their journey by selecting from four distinct character classes—Mage, Barbarian, Archer, or General—each offering unique playstyles. The adventure invites players to travel across four distinct locations, each presenting unique environments and challenges. The core loop features strategic turn-based combat against various monsters, where victory rewards players with experience points to level up and permanently increase their stats. To further deepen the gameplay, the system includes a robust inventory and economy mechanic, allowing players to manage loot and interact with shops to purchase essential equipment.

The Power of Python: Our Game Engine



- LIST TO TEXT : SHOW MENU OPTIONS
- USING 3 SIMPLE MODULES(TIME , RANDOM, MATH)
- CHECK MENU RANGE FUNCTION WHICH HANDLES PLAYER OPTIONS
- PLAYER ATTACK FUNCTION
- MONSTER ATTACK FUNCTION
- ITEM FUNCTION USING LIST OPERATIONS
- TRAVEL, SHOP, AND BATTLE LOGIC PLACED INSIDE THE MAIN LOOP

Meet the Team: Four Minds, One Dark World

1

NIHAL

Creating variables for the game functions along with start menu and menu for item usage and input menu.

2

MD MAJID

Player attack options using player stats and monster battle logic which includes status effects on the player

3

KARTHIK R

Player Travel logic under main game loop, random item pickups and monster battle initiation

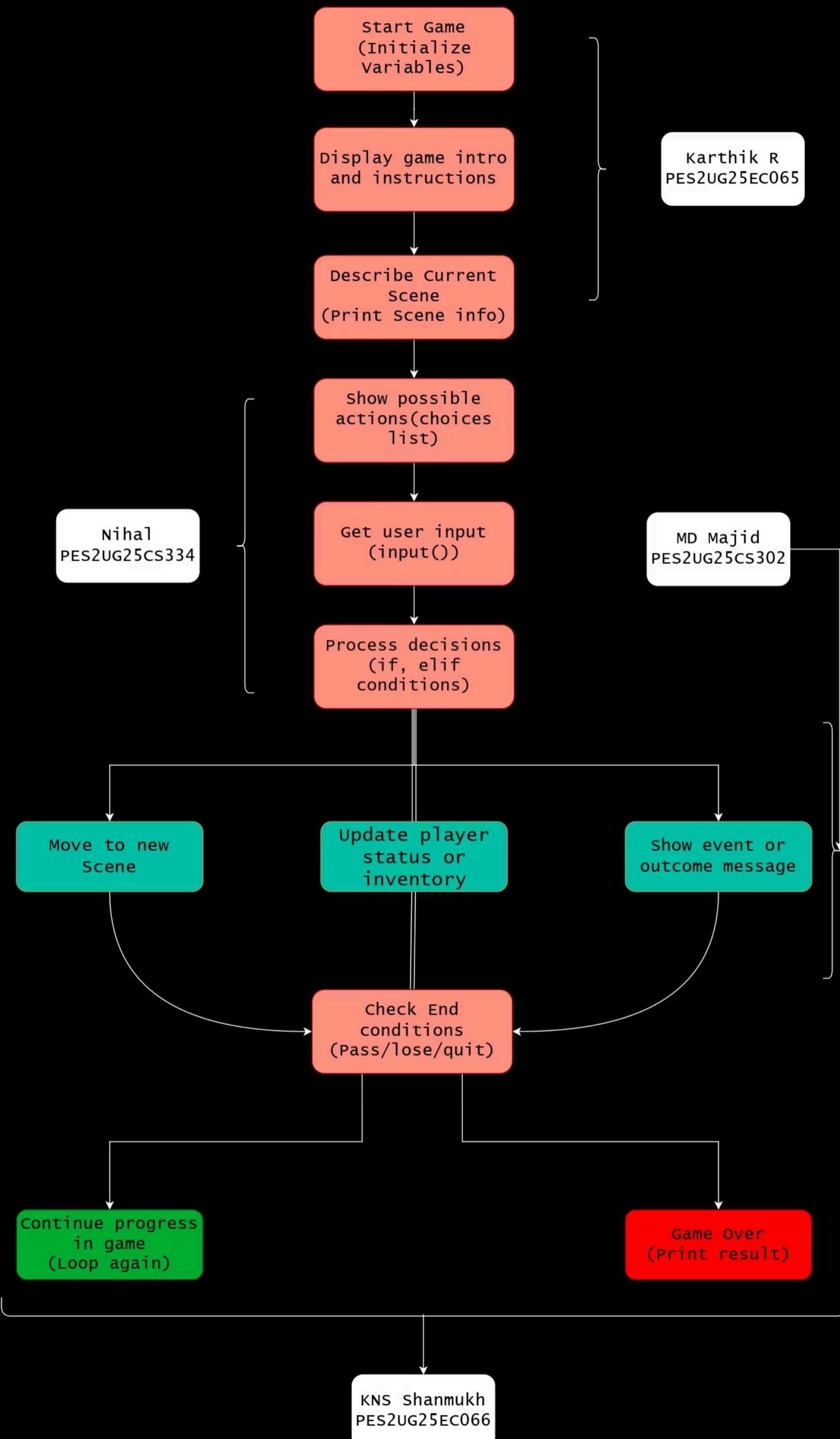
4

KNS SHANMUKH

Shop operations and item usage under main game loop

BLOCK DIAGRAM

TEXT BASED ADVENTURE GAME (G SECTION) GROUP-13



Core Gameplay Mechanics



Choice-Driven Narrative

Players navigate complex branching paths, where every decision has significant consequences, shaping their unique journey through the shadowed realm.



Dynamic Inventory & Combat

Our game features a robust inventory system and strategic turn-based combat, demanding careful planning and tactical execution.



Interactive shop system

Players can shop for in game items from the shop available in each place

Challenges & Breakthroughs

1

Could not Exit shop

Once the player enters the shop, was not able to go back to main menu, therefore added exit function

2

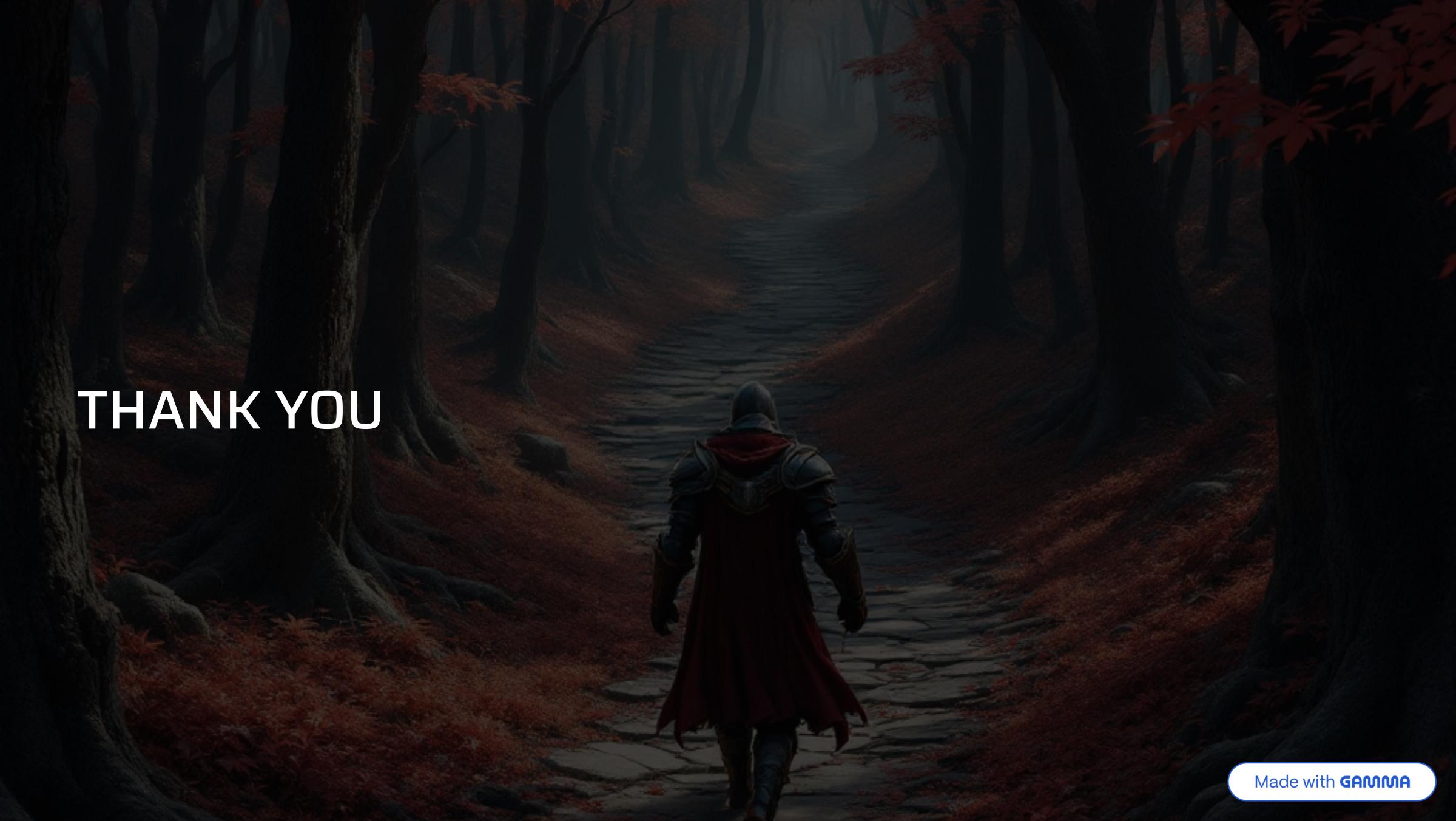
List index error when fighting MEGA boss man

Simple index mistake rectified easily but took lot of time to figure out

3

Cannot travel to the second place

Initially assigned name of the place in the loop but later changed to the numeric distance

A dark, atmospheric scene featuring a knight in armor and a red cape walking away from the viewer on a stone path through a dense forest. The path is lined with large, gnarled trees with fallen leaves on the ground. The lighting is low, creating a moody and mysterious atmosphere.

THANK YOU