**Project: Text-Based Game Development**

**Project Details:**

I'm looking for a professional game developer who can create a simple text-based game for Windows using Visual Studio or C++. the source code for the game is available . we just need to fine tune and compile it.The primary goal of the game is to entertain users. That being said, there are a few specific requirements the game should meet:

- The game must be compatible with Windows possibly others

- The graphics of the game should be simple and text-based.

-online is the main focus of the game , but for now lets just see how the game functions offline . make changes and so on

It is important that you are experienced in game development and familiar with Visual Studio or C++. Being able to provide examples of previous similar projects would be a big plus. If you believe you fit the bill, please reach out.

**- archverse-master.zip**

**Please see below conversation history:**

**Our team response to client:**

Can you please provide complete required features within Windows game or provide any reference Game to follow as an example in terms of functionality and flow?

**Client response:**

It's mainly complete. Missing boost libraries i belivee

well i have attached the source code , i need a functioning exe file made from this which i imagine should be fairly simple. then i want to make modifications and make the game live for online usage.

if that were to include modification i may make to say the objects in the game or how the game works i would be good with that

i would need a exe, version and that is also able to lposted to online

i would be happy to accept your solution if once i receive the functioning exe, and im able to make some modifications. also online ready

sorry autoi correct

So ill test the exe locally recommend any changes . Then we can prepare for the online launch .