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Software Development 1

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Make sure the game is complex enough and that there is randomness so it is not easy to guess the strategy.

Semester Project: Text Adventure Game

For my project I am going to be making a text adventure game. I was originally going to do something involving cryptology or encoding words and phrases, but a friend of mine who previously took this course mentioned text adventure games, and I found it far more interesting. It will take a lot more effort, but this seems like something that I will actually enjoy doing as opposed to dreading working on it and treating it like homework.

To create the game, I am going to use a lot of loops in order to give the user various options to choose from. Each choice will go through the loops in the code. Depending on what the user chooses, the loop will have an output. The idea of the text adventure game is to form a story based on the choices that the user makes. This will take a lot of time and planning because I will have to come up with an aspect of the story for each choice.

The game is also going to have to be very easy to learn how to use and operate. I could do one of two things in order to make it user-friendly. I could make some movements or choices that will remain the same throughout the game. Or I could provide new choices generated with each decision that change based on the previous decision.

I have not come up with a story yet. I think that I will need to come up with at least the basics of the story before I start making the code. I also have not decided whether or not to have

the user make a lot of decisions, like naming the character, or have everything already predetermined and have the user only choose certain things.

By the time the milestone comes along, I will have a certain amount of the story/coding done. So at that time, playing it will get you only so far, and I won't have an ending yet. But I will have a lot of the loops done and the user should be able to successfully go through at least some of the game. By the time I finish, the game will have a full story or stories that the user can affect. Depending on how much time I have and how quickly I get some parts of it done, I will have more choices and hopefully more endings, making the game more fun to play..