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Initial Design

Adventure Game Design

Introduction

Input: Ask for the user’s name.

“Welcome, adventurer What’s your name?”

Output: “Welcome, [name]! You find yourself at the entrance of a mysterious forest.”

First Decision

Input: “Do you want to enter the forest or the cave? (enter ‘forest’ or ‘cave’)”

Decision:

If ‘forest’, go to Part 2A.

If ‘cave’, go to Part 2B.

Part 2A (Forest Path)

Input: “You enter the forest and see a river and a tree. Do you want to follow the river or climb the tree? (enter ‘river’ or ‘tree’)”

Decision:

If ‘river’, go to Part 3A.

If ‘tree’, go to Part 3B.

Part 2B (Cave Path)

Input: “You enter the cave and it’s dark. Do you want to light a torch or walk in the dark? (enter ‘torch’ or ‘dark’)”

Decision:

If ‘torch’, go to Part 3C.

If ‘dark’, go to Part 3D.

Part 3A (River Path)

Output: “You follow the river and find a treasure chest. Congratulations, [name]!”

Part 3B (Tree Path)

Output: “You climb the tree and see a beautiful view. Well done, [name]!”

Part 3C (Torch Path)

Output: “You light the torch and find a hidden passage. Great job, [name]!”

Part 3D (Dark Path)

Output: “You walk in the dark and stumble upon a sleeping dragon. Be careful, [name]!”

Summary

Inputs: Name, forest/cave, river/tree, torch/dark.

Outputs: Story progression based on decisions.

Decisions: Nested decisions based on user inputs.