

Computer Science I

CMSC 120

-Final Project - Game v1.0

Goals

To complete development of your semester-long project: a text adventure game in the spirit of Adventure, Zork, Zelda, and others.

Background for all homework and project assignments

As always, be sure to make a new folder in your home directory on my server for this (and every) version of your game. You **must not** destroy your past work when developing future versions of your game, so be very organized and careful with your links and folders.

Instructions

Continuing with the homework and projects you've done so far and the examples we've done in class and in lab to date, enhance your game in the following ways:

- Add a puzzle element to the gameplay so that it's necessary for the player to solve the puzzle to "win" or at least complete the game.
 - ▶ Perhaps the player needs to acquire certain items to progress to the final location.
 - ▶ Maybe some locations need to be encountered in a specific order.
 - ▶ It could be something that can only happen after a given number of moves, or after a certain score is achieved by one or both of the methods above.
 - ▶ Conceivably it's some combination of all of these. Be creative. But be sure that the puzzle makes sense in the context of the game and that it's solvable by the player.
- Test, test, and test again. Then test some more. When you think you've tested enough, go back and test again. Then get someone else to test for you while you test theirs. Rinse and repeat.
- (Don't forget to test.)

Submitting

1. Upload your site to my server via FTP **before the class in which the assignment is due**. (See syllabus for due dates.)
2. Link this assignment to the table of contents on your home page. Test the links too. Then test again from a different computer. Then test more.
3. Print out your source code for this assignment only, **staple it**, and **hand it in at the start of the final exam class**. *Printing out your code during class is not acceptable*. Include your name, the date, and the assignment name in the (copious) comments in your code.