

# MAS.490: Introduction to Game Design

## ***Problem Set #4***

Due October 3, 2002 at 3pm. Send problem sets to [orwant@media.mit.edu](mailto:orwant@media.mit.edu).

For this problem set, pick one of the themes from your last problem set for the text adventure you'll be implementing. The text adventure should be more complex than the ones we saw in class today, but less complex than commercial games; aim for about 20 locations.

1. Describe your game mechanics. What actions will be available to players? What puzzles will they be solving? What is the player's goal in the game?
2. Describe the elements of your game. What will all the objects and characters be? What will they look like, and what will they do? There should be at least one character (a friend, a foe, a pet, a computer...)
3. How will your character's AI work? Be specific.
4. Write a short story that tells the tale of a successful character proceeding through your game. The story should be broken up into three or more "chapters" that correspond to stages in the game.
5. Install a z-machine interpreter (such as frotz) and the Inform compiler, and create the first half-dozen "rooms" of your adventure.