

Extra Credit Possibilities for "Escape to Pokagon"

1. Use of graphics
 - a) Use a graphics window to display an image for each room.
 - b) Use a graphics window already displaying the room image to also show any items present in the room.
 - c) Develop a GUI for the adventure user interface; most frequent commands should be driven by mouse events – text fields can be used for other actions.
 - d) Drawing "real-time" map of what has been so far explored, complete with "you-are-here" indicator.
2. Implementation-specific features
 - a) Use of data files for reading in room, item, and other forms of information useful for an adventure engine approach.
 - b) Save/Restore game feature.
 - c) Parser improvements: dealing with leading, trailing, and embedded whitespace; recognition of synonyms for item specification; case insensitivity implementation, etc.
3. Game-specific features
 - a) Inclusion of additional rooms and/or items.
 - b) Time. Allow for the passing of time while the adventurer explores the park. Should be based upon activity as realistically as possible (e.g. a quarter-mile walk shouldn't take just a minute). Should also incorporate sunrise and sunset times (must be off the trails by sunset; can't get on before sunrise).
 - c) Having characters that can wander the park. Characters can be legitimate (a park ranger) or comical (Yogi Bear). Wandering should be realistic, and not just a random number-generated "probability of encountering a nasty-looking dwarf throwing an axe at you!" on each move approach.
 - d) Ability to interact with characters, such as talking, exchanging items, etc.
 - e) Money. Give the adventurer a wallet with some money in it, and require use of money for legitimate fees (e.g. park entrance fee), goods (e.g. water, granola), and services (e.g. room at the Inn).
 - f) Additional actions, such as eating, swimming, climbing, drinking, fishing, hunting (although that's not allowed in the park!), running, throwing, etc. Any additional action should be a legitimate implementation, not something simplistic.
 - g) Weather. Have weather conditions play a factor in some of the features (e.g. stamina decreases more readily on a hot and humid day than when it's cool and dry) implemented for the game.
4. Adventurer-specific features
 - a) Implementation of weight limitations: adventurer has a maximum carrying capacity and all items have a weight associated with them.
 - b) Implementation of stamina: adventurer loses stamina while moving through the park; stamina is regaining through a combination of resting, eating, and drinking. This requires the use of consumable items and some degree of time-awareness to do a credible job.
 - c) Allow the adventurer to become lost in the woods if he/she strays off the marked trail.

Please note that this is not meant to be an inclusive list! In addition, this list is focused more on this particular simulation – with other storylines, other extra credit possibilities are viable as well (e.g. give a storyline framework and let the students write the actual room descriptions).