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).