**CS 101 COURSE PROJECT**

**SKYRIM**

**TA**-Rucha

SLOT-11; GROUP-01

TEAM MEMBERS:

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**INDRODUCTION**

Our project attempt to create an adventure game along with lines of popular first C++ game now likely known as zork ; which was invented at MIT university. It is much easy game as we have give commands according to which game progresses. It includes some objects which has to be accessed by giving particular instructions or by performing some special moves.

**GAMEPLAY**

The Game Is Simple to play and as other Role Playing Games is quite strategic. Three Elder Scrolls are scattered across the war-torn land of Skyrim. Your Father was killed in this place. You have Find His Killer and defeat him in this text based RPG, that takes you through the lands of Skyrim in search of Revenge. Adventure awaits you.

The four arrow keys move you to respective directions for exploration of this land. There is Attack option.The Land Of Skyrim Is divided in 64 parts each having something new to explore and enemies to fight collecting items and money in the way.

**FUNCTIONALITY**

**The game runs in two arrays linked to each other and a parser function which calls other functions so that least amount of variables can be made global. The game allows all basic RPG functions such as buying, attacking others , equipping inventory, though we had to forego conversations due to time constraints.**

**REQUIREMENTS**

**No Basic Requirements required except For the list of the executable commands.**

**REFERENCES**

An indroduction to C++ by Abhiram G. Ranade

Lab handouts

Object oriented programming in C++

Introduction to C++ game programming by Michael