



**HotScripts**  
<http://www.hotscripts.com>  **COM**

# Creating a text adventure game in Java Hits: 2,296

**Description:** This is a series of tutorials that show you how to create an object-orientated adventure gaming system.

## Resource Specifications

<b>Price:</b>	doc
<b>Date Added:</b>	Sep 21st, 1999
<b>Last Updated:</b>	Sep 21st, 1999

**Average Visitor Rating:**  **1.00** (out of 5)

Number of Ratings: 1 Votes

**Average Member Rating:**  **4.00** (out of 5)

Number of Reviews: 1 Reviews *Read Reviews...*

## Other Links by This Member

[David Reilly's Countdown](#)

[AnimationApplet](#)

[Java Q & A](#)

[Java 101 - An introduction to Java](#)

[Getting started with Java](#)

[Creating a text adventure game in Java](#)



**Needs More Improvement**, Sep 28th, 2001

Reviewed By: glottis

I read about this tutorial and have started making my own game, but this tutorial still needs some improvement. For example how to introduce characters in the game, and create a default user character. Also then how to interact with the character, the locations, and the items.

Other than these simple techniques this is the best tutorial you will ever find. Plus points are that user can create their own games easily, only they first have to draw a map on paper then name them the locations, and then just create objects.

This tutorial will also help in saving and loading your games as well.