Text Adventure
Also known as Interactive Fiction. Conveys a game’s story through the use of text. Player utilizes typed instructions as the response.
Example

Sven is walking down the hall towards your direction. You see him but you still have a few seconds before he sees you. What do you do?

A

Wait for him to see you and say hi!

B

Stand extremely still and wait for him to pass by. No sudden movements!
Example

Dungeons of what the hell!

http://textadventures.co.uk/games/view/fpyxx8bwfkagdpt46okxcq/dungeons-of-what-the-hell