

Final Project – Demo: CC3K

Kang Shen

Yawen Chong

Zewen Lu

Faculty of Mathematics, University of Waterloo

CS 246: Object-Oriented Software Development

December 15, 2021

Contents

Command Line Options	2
Choose Player Race	3
Player Races' Special Abilities	4
Drow.....	4
Vampire.....	5
Troll.....	6
Goblin.....	7
Enemy Races' Special Abilities	8
Human	8
Halfling.....	10
Dwarf.....	11
Elf.....	12
Orcs	15
Merchant.....	16
Move.....	17
Combat.....	22
Enemy Dies.....	24
PC Dies	25
Use Potions.....	26
Pick Gold.....	28
Dragon & Dragonhoard.....	30
Restart Game.....	32
Admit Defeat and Quit	33
Stop Enemies from Moving.....	34
Win the Game	37
Bonus	38
DLC Part	39

Command Line Options

```
y4chong@ubuntu2004-008:~/cs246/f21/project/version10$ ./cc3k floor.txt
```

```
Please choose difficulty: e(Easy), n(Normal by default)
```

```
n
```

```
[ Available Races: s(Shade), d(Drow), v(Vampire), g(Goblin), t(Troll) ]
```

```
Please choose a race to play (Press z for default race Shade):s
```

```

+-----+
|-----+-----|
|...O.....H....|
|.....L.....+#####+.....P...|-----| | |
|.....P.....L.....| # |.....D.....|--|
|P..P.....E.....M| # |.....G...M.....|--|
|-----+-----| # |-----+-----|
| # |#####|
| # | # |-----+-----|
| # | # |...G....LL|
|#####| |.P....L...|#####+.G.....E..
| # | # |G.G.G...P..| # |.....L.
| # | # |-----+-----| # |-----+-----|
|-----+-----| # | # | # | # |
|.....L....| # | # | # |
|...D.....|#####|
|...G.....| # | # |
|.....P| # |-----+-----|
|.....G.@| # |.....D...M..\.
|...W.....+#####+.....GP.....P.
|.MM.....| |...W.....P.....G.....|
|-----+-----|
+-----+

```

Choose Player Race

[Available Races: s(Shade), d(Drow), v(Vampire), g(Goblin), t(Troll)]
Please choose a race to play (Press z for default race Shade):s

```

+-----+
| .H. . . L. O. . . . M. L. . | | . . . . . | | | | |
| . . . . . W H \ . . +-----+ | . . . . . G. . . . | |
| E . . . . . M. . P. . P. | # | . . . . . G. . . . | |
| . . . . . +-----+ | # | . . . . . | |
| # | # | # | . . . . . P. . . . | |
| # | # | # | . . P. . O L. G. L | . . . . . G. . . . | |
| # | # | # | E. . G. . . . . | # | . . . . . | |
| # | # | # | . L. . . H G. . . | # | . . . . . | |
| . . . . . +-----+ | # | . . . . . | |
| . . . . . @ | # | # | # | # | . . . . . O | |
| . . . . . L. . . . | # | # | # | # | . . . . . | |
| . . . . . L. . . . | # | . . . . . G. . . . P. . . . G. . . . | |
| . P. . . . . P P. | # | . . . . . G. . . . P. . . . G. . . . | |
| . . . . . P +-----+ G. . . . G. . . . . W. . . . | |
| . . . . . O. . . . | | . . . . . P. . . . | |
+-----+

```

Race: Shade Gold: 0 Level: 1

HP: 125

Atk: 25

Def: 25

Action:

[Available Races: s(Shade), d(Drow), v(Vampire), g(Goblin), t(Troll)]
Please choose a race to play (Press z for default race Shade):t

```

+-----+
| . . . . . G. . . . | | . . W. . . . L. . . . | | | | |
| . . P. . . . . +-----+ | . . . . . | |
| . . . P. M. . . L. . . . | # | . . . . . | |
| . . . . L. . . . | # | . . . L. . . . G D. . P. . . . | |
| . . . . +-----+ | # | . . . . . | |
| # | # | # | . . . . . P. . . . . | |
| # | # | # | . . . . . | |
| # | # | # | . @ . . . P. . O. | . . . W. . . . | |
| # | # | # | L. . . . P. . G. | # | . . . . . | |
| # | # | # | . . P. . . . | # | . . W. . . . | |
| . . . . +-----+ | # | . . . . . | |
| . . . . | # | # | # | # | . . . . . | |
| . . P. . . . . O | # | # | # | # | . . . . H. | |
| . . . . L. | # | # | # | # | . . . . . | |
| . . . . . | # | . . . . G. . . . . E. . . . | |
| E. . . . . W. . . . +-----+ . . . P. . . G. . . L. . . . | |
| . . . . G. . . | | . . . G. . . G. . L. . . G. . H. \ W G. . . . | |
+-----+

```

Race: Troll Gold: 0 Level: 1

HP: 120

Atk: 25

Def: 15

Action:

[L deals 14 damage to you]

Shade does not have any special ability so it's not shown here.

Draw

The potion effects will be magnified for drow.

```

|-----|
|...P.\...P...G...|
|...P...L...L...|+#####+...G...|-----| |
|M...L...L...|      #      |...P...|--|
|...|          #      |...W...|-----|
|-----|      #      |-----+-----|
|      #      |#####|
|      #      |-----+-----|
|      #      |...G...L.M|
|#####|      |...G.W...|#####+
|      #      |...P.G|      #      |L...E...|
|      #      |-----+-----|
|      #      |      #      |      #
|-----+-----|      #      | | |
|...H...O.L...|      #      #      |-----+-----|
|...W...|      #####|
|      #      |      #      |...L...|
|...H...|      #      |-----+-----|
|...M...|      #      |...W...|...G...P...G...|
|...|+#####+...P...|...D...H...|
|...@...E...L...P...PP...|
|-----|

```

```

Race: Drow Gold: 4 Level: 1
HP: 150
Atk: 25
Def: 15
Action: u ne

```

```
[ Used Potion: PH ]  
< You found a new type of Potion! >
```

```

|-----| |-----| |
|... \ ... G...| |... P...|
|... P... P...| ++++++ |... G...| -----|
|M... L... L...| # |... W... P...| --|
|-----| # |-----|
|-----| # |-----|
|-----| +-----|
|-----| # +-----|
|-----| # |-----+-----|
|-----| # |... G... L.M|
|-----| # |... G.W...| +-----+
|-----| # |... P... G| # |L... E...|
|-----| # |-----+-----| # |-----+-----|
|-----| # # # |-----+-----|
|-----| # # # |-----+-----|
|... H... O.L...| # # # |-----+-----|
|... W...| # # # |... L...|
|... H...| # |-----+-----| |... D...|
|... M...| # |... W... G... P... G...|
|-----| ++++++ |... D... H...|
|-----| |... @... E... L... P... PP...|
|-----| |-----|

```

```
Race: Drow Gold: 4 Level: 1
HP: 135
Atk: 25
Def: 15
Action:
```

Vampire

Vampire gains 5 HP every successful attack.

[illegible]

Race: Vampire Gold: 0 Level: 5

HP: 50

Atk: 25

Def: 25

~~Action: 0 deals 24 damage to PC.~~

: a SW

PC deals 20 damage to O (160 HP). PC regains 5 HP.

Vampire has no maximum HP.

```
[ Used Potion: RH ]  
< You found a new type of Potion! >
```

[illegible]

~~Race: Vampire Gold: 2 Level: 1~~

HP: 60

~~Atk: 25~~

Def: 25

Action:

Troll

Troll regains 5 HP every turn.

[H deals 18 damage to you]

: a ea

PC deals 21 damage to H (119 HP). PC regains 5 HP.

-----		-----
.....P.....	M.....
.O.....P.....	+#####+	-----
.....W.....L.	#	-----
.....P.....P.....	#H.....P.....
-----	#	-----+-----
.....	#####L.....
#	G.
#	#	-----+-----
#	#O...E...L.
#####	#M...M.....
#	#@H...P.G..
#	#	-----+-----
-----	#
.....L.....P.....	#
.....	#####	-----+-----
.....WL.....	#WL.
.....\.....P.....	#
.....G.....	#
-----	#G.H.....G.....G.
.....	+#####+D.
.....P.....	L.....G.....L.GG.
-----		-----

Race: Troll Gold: 0 Level: 5

HP: 107

Atk: 25

Def: 15

Action: H missed.

•

Goblin

Goblin steals 5 gold from every slain enemy.

PC deals 15 damage to M (0 HP). steal 5 glod from Merchant

```

|-----|
|.....L.....P....O|
|.....+#####+.....|
|.....M.H.....G@...| # |.....L.....| --| |
|...G...O...G.....| # |...M...P.....L...| --|
|-----+-----| # |-----+-----|
| # |#####| |.....G.....P...|
| # | # |-----+-----| |.....G...|
| # | # |G.....| |.....W...|
|#####| |...P.....|#####+|.....|
| # | # |G.\.GH.L.P.P| # |.....|
| # | # |-----+-----| # |-----+-----|
| | # | # | # |
|-----+-----| # | # | # |
|.....L.....W| # |#####| |.....|
|...H.....| # | # |
|.....L.....O| # |-----+-----| |.....P...|
|...L.....| # |.....GG.P.....|
|.....L.....+#####+|...GG.P.....|
|.....P.....| |.....P.....Gw.....|
|-----|

```

Race: Goblin Gold: 5 Level: 5

HP: 51

Atk: 15

Def: 20

Action:█

Enemy Races' Special Abilities

The dragons' abilities are shown in the section **Dragon & Dragonhoard**.

Human

Human drops 2 normal piles of gold when it dies.

PC deals 21 damage to H (14 HP).

```
-----
|-----|-----|-----|
|...GD...W...P..OP..|...G...P|
|.M...G.....+#####|...H.....|-----|
|...D.....| # |...H.....L..E.....|--|
|P.....O.....O...| # |...P...W.....|--|
|-----| # |-----|H.....|
| # |#####|
| # | # |-----+-----|
| # | # |...GG.P|...PG...
|#####|.G...E..D...|#####| | |
| # | # |GDO.....| # |
| # | # |-----+-----|
|-----| # | # | # |
|...\.G.....| # | # | # |-----|
|...M...P....E...|#####|.P.P....|
|-----| # | # | # |
|-----| # |-----+-----|E
|...E.+#####|...G.....@H...
|.M.....|
|-----|
-----
```

Race: Shade Gold: 0 Level: 1

HP: 61

Atk: 25

Def: 25

Action: H missed.

ea

PC deals 21 damage to H (0 HP).

```
-----
|-----|-----|-----|
|...GD...W...P..OP..|...G...P|
|.M...G.....+#####|...H.....|-----|
|...D.....| # |...H.....L..E.....|--|
|P.....O.....O...| # |...P...W.....|--|
|-----| # |-----|H.....|
| # |#####|
| # | # |-----+-----|
| # | # |...GG.P|...PG...
|#####|.G...E..D...|#####| | |
| # | # |GDO.....| # |
| # | # |-----+-----|
|-----| # | # | # |
|...\.G.....| # | # | # |-----|
|...M...P....E...|#####|.P.P....|
|-----| # | # | # |
|-----| # |-----+-----|E
|...E.+#####|...G.....@G...
|.M.....|
|-----|
-----
```

Race: Shade Gold: 0 Level: 1

HP: 61

Atk: 25

Def: 25

Action:ea

[Picked Treasure: Normal Gold]

```

+-----+-----+-----+
|...GD...W.....P...P..|   |   |...G.....P|
|M.....G.....O..+#####+|...H.....|-----|
|...D.....|   # |...L...E...|--|
|P.....O.....O...|   # |...PH...W.....H.....|--|
|-----+-----+-----+
|   #   |#####|   |
|   #   |   #   |   |
|   #   |   #   |   |
|#####|   #   |   |
|   #   |   #   |   |
|   #   |   #   |   |
|-----+-----+-----+
|... \...G.....|   #   #   #   | |
|...P.....E...|   #   #   #   |
|...M.....|   #   #   #   |
|...|   #   |-----+-----|
|...E.....+#####+|...G.....@|
|...M.....|   |   |
|-----+-----+-----+

```

Race: Shade Gold: 4 Level: 1

HP: 61

Atk: 25

Def: 25

Action:█

Halfling

Halfling has a 50% chance to cause the player character to miss in combat.

```

-----
|-----|-----|-----|
|.....G.....M.|.....E.....|
|.....P.....+#####+P.....|-----|
|.P.....L.#|.....D.....DG.....|--|
|.....L@.....#|.....G.....H.....|--|
|-----+#####+-----+P.....|
|.#|#####|GD.....| | |
|.#|-----+-----|.....|
|.#|..W...G...G|.....L.....|
|#####|.....L.....|
|.#|..P...P....|.#|.....|
|.#|-----+-----+-----+|
|-----+-----|.#|.#|.#|.#|
|.....M.....|.#|.#|.#|
|.....P.....\.....|#####|
|.....G.....|.#|-----+-----+P.....|
|G.....L...W...|.#|...G..P.....HP.....|
|.....W.....+#####+.....W.....W.....|
|..W.....O.....|..E..G.....H.....|
|-----|-----|-----|
-----

```

Race: Goblin Gold: 0 Level: 5

HP: 110

Atk: 15

Def: 20

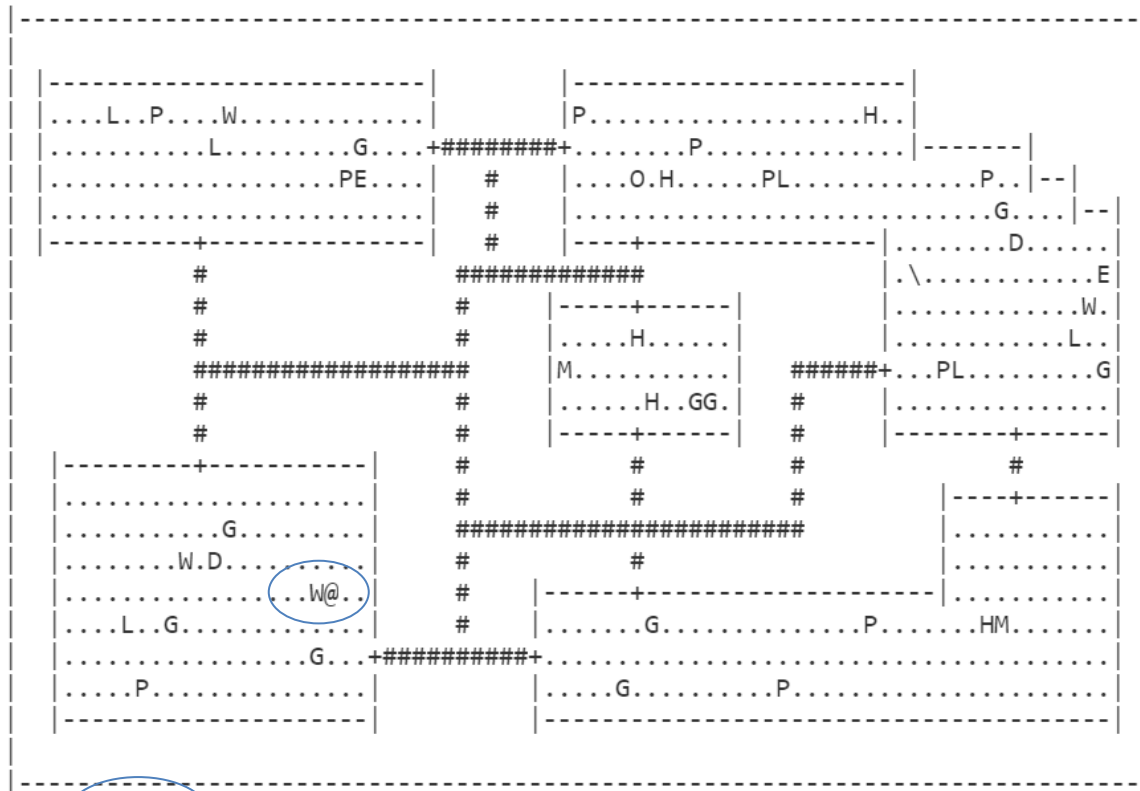
Action: L missed.

: a we

You missed.

Dwarf

Vampires are allergic to dwarves and lose 5 HP rather than gain.



Race: Vampire Gold: 0 Level: 5

HP: 50

Atk: 25

Def: 25

Action:

[W deals 16 damage to you]

: a we

PC deals 20 damage to W (80 HP). PC lose 5 HP.

Elf

Elf gets two attacks against every race except drow.

```

+-----+
|-----+-----+-----+-----+-----+-----+
|.....L.....P..HO...|.....G.....L.....L...|
|.....H.....P.....|#####+-----+-----+
|.....E.P.....P.....|.....#.....P.....|---|
|.....@.....|.....#.....W...G...G.....G...|--|
|-----+-----+-----+-----+-----+-----+
|.....#.....#####|.....#.....G.....|
|.....#.....#.....|.....+-----+-----+
|.....#.....#.....|.....G.....|
|#####+-----+-----+-----+-----+
|.....#.....#.....M.G.....|#####+-----+
|.....#.....#.....O.L...E...|.....#.....W...|
|-----+-----+-----+-----+-----+-----+
|.....+-----+-----+-----+-----+-----+
|.....P.....P.....|.....#.....#.....#.....|
|.P.....L...M.....|#####+-----+-----+
|.....P.....P.....|.....#.....#.....|.....L.....|
|.....W...G.....|.....#.....+-----+-----+P..L.D...|
|.....G.....+-----+-----+P.....G.P...|
|-----+-----+-----+-----+-----+-----+
|.....W.L.....M.....W...|
|-----+-----+-----+-----+-----+

```

Race: Drow Gold: 0 Level: 1
HP: 94
Atk: 25
Def: 15
Action: E deals 27 damage to PC.
:

```

+-----+
|.....L.....P..HO...|.....G.....|
|.....H.....P.....|#####+-----+-----+
|.....L.....H.....|.....#.....P.....|---|
|.....\.....P...G...G...|.....#.....G.....|
|-----+-----+-----+-----+-----+-----+
|.....#.....#####|.....#.....H.....|
|.....#.....#.....|.....+-----+-----+
|.....#.....#.....G.....@.....|.....HH.....G...|
|#####+-----+-----+-----+-----+
|.....#.....#.....D...EP...|.....#.....H.....|
|.....#.....#.....E.P...|.....+-----+-----+
|-----+-----+-----+-----+-----+-----+
|.....+-----+-----+-----+-----+-----+
|.....P.....P.....|.....#.....#.....#.....|
|.....LP..M.....|#####+-----+-----+
|.....P.....P.....|.....#.....#.....|.....P.....|
|.....G...L.....H.....|.....#.....+-----+-----+
|.....G.....H.....+-----+-----+G.....GP.....P...|
|-----+-----+-----+-----+-----+-----+
|.....D.....L.....P...G..L...|
|-----+-----+-----+-----+-----+

```

Race: Goblin Gold: 0 Level: 5
HP: 110
Atk: 15
Def: 20
Action: E deals 25 damage to PC.
: E deals 25 damage to PC.

```

-----
|-----|-----|
|.....P...|.....M.....H...|-----|
|.....L.....+#####|-----|
|.G...P.....|.#|.....G.....D...|--|
|...W...G.G...P...|#|.....G.....L...|--|
|-----+#####|-----|
|#|#####|.....|
|#|#####|.....|
|#|#####|.....|
|#####|LP.EH....G|#####|.....|
|#|#####|...L.L....|#|.....|
|-----+#####|-----|
|.....P.....|.....#|.....#|.....#|
|.....P.O.....@.....|#####|.....|
|.....L.....E.....|#|.....|
|.....\.....|.....+#####|.....|
|.....P.....G...|#|.....H.....P.....G...|
|.....L.....L.....+#####|.....W...P.....M...L|
|-----+#####|-----|

```

Race: Shade Gold: 0 Level: 1

HP: 125

Atk: 25

Def: 25

Action: E missed. E missed.

:

```

-----
|-----|-----|
|.....E.....|.....G.....|
|.....L...P...P.....+#####|.....G...|-----|
|.....P.....L..H.....|#|.....D...|--|
|.....L...H.....G...|#|.....H...W...|--|
|-----+#####|-----|
|#|#####|.....|
|#|#####|.....|
|#|#####|.....|
|#####|P...HL...WO|#####|H.....|
|#|#####|..G.....P|#|.....|
|-----+#####|-----|
|.....+#####|.....|
|.....+#####|.....|
|.....OP|#####|.....G...|
|.....P.....P...|#|.....|
|.H.....|.....+#####|.....|
|...P.....|.....G.....EG.....GG|
|.E.....+#####|.....@.....|
|-----+#####|-----|

```

Race: Vampire Gold: 0 Level: 1

HP: 50

Atk: 25

Def: 25

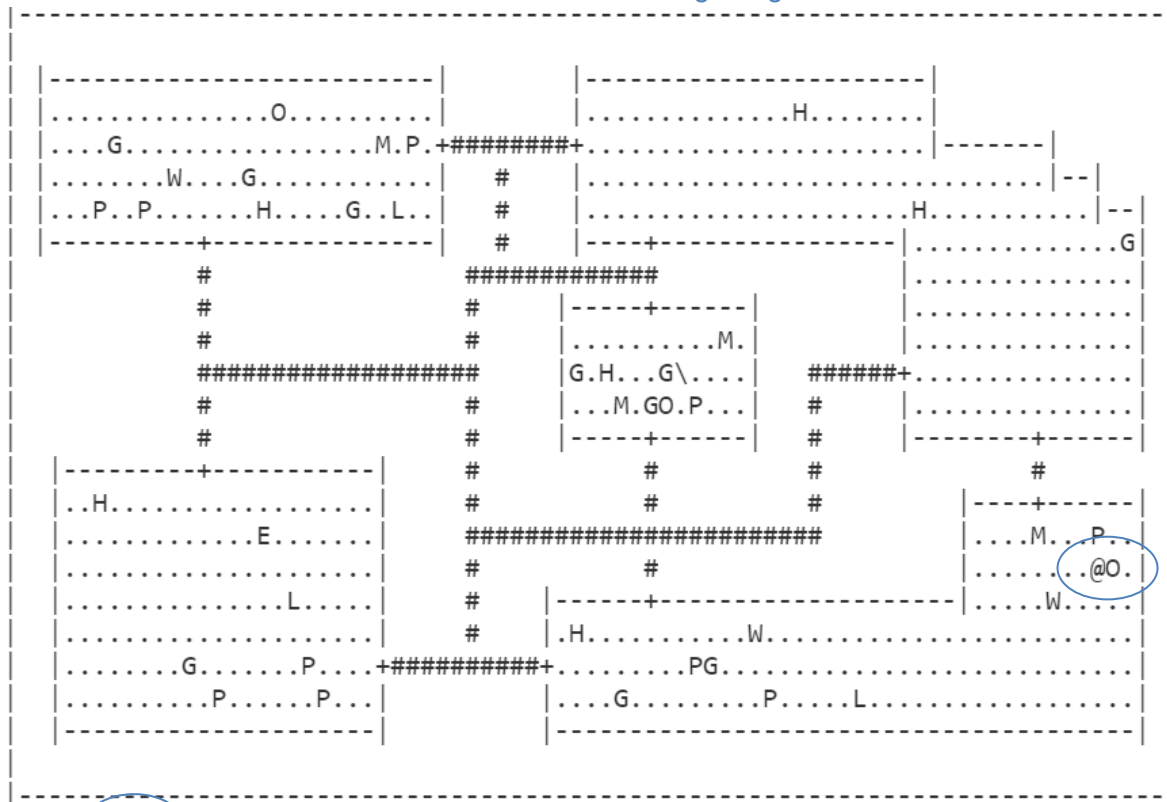
Action: E deals 24 damage to PC.

: E deals 24 damage to PC.

:

Orcs

Orcs does 50% more damage to goblins



Race: Goblin Gold: 0 Level: 5
HP: 110
Atk: 15
Def: 20
Action: 0 deals 38 damage to PC.
■

Merchant

When Merchants are not hostile:

```

+-----+
|.....L.....P.....O|.....|
|.....M.H.....M@.....|.....|
|.....G.....O.....G.....|.....|
|.....+.....+.....+.....|.....|
|.....#.....#.....#.....|.....|
|.....#.....#.....#.....|.....|
|.....#.....#.....#.....|.....|
|.....#.....#.....#.....|.....|
|.....#.....#.....#.....|.....|
|.....#.....#.....#.....|.....|
|.....+.....+.....+.....|.....|
|.....L.....W.....|.....|
|.....H.....|.....|
|.....L.....O.....|.....|
|.....L.....|.....|
|.....L.....|.....|
|.....L.....+.....+.....+.....|.....|
|.....P.....|.....|
+-----+
Race: Goblin Gold: 0 Level: 5
HP: 110
Atk: 15
Def: 20
Action:f

```

When Merchants are hostile:

Action:a we
PC deals 15 damage to M (15 HP).

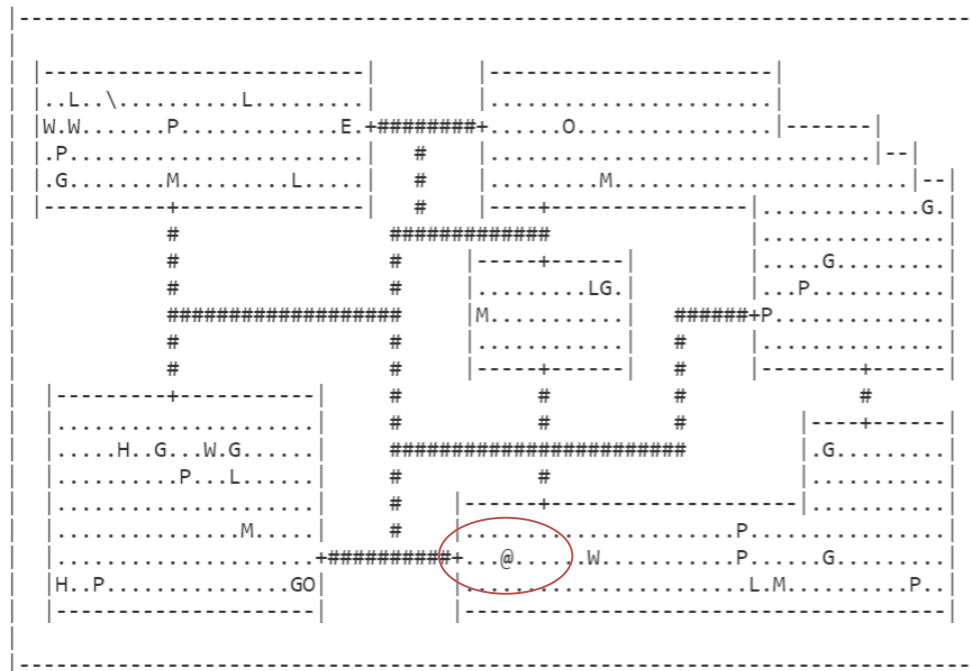
```

+-----+
|.....L.....P.....O|.....|
|.....M.H.....M@.....|.....|
|.....G.....O.....G.....|.....|
|.....+.....+.....+.....|.....|
|.....#.....#.....#.....|.....|
|.....#.....#.....#.....|.....|
|.....#.....#.....#.....|.....|
|.....#.....#.....#.....|.....|
|.....#.....#.....#.....|.....|
|.....#.....#.....#.....|.....|
|.....+.....+.....+.....|.....|
|.....L.....W.....|.....|
|.....H.....|.....|
|.....L.....O.....|.....|
|.....L.....|.....|
|.....L.....+.....+.....+.....|.....|
|.....P.....|.....|
+-----+
Race: Goblin Gold: 0 Level: 5
HP: 110
Atk: 15
Def: 20
Action: M missed.

```

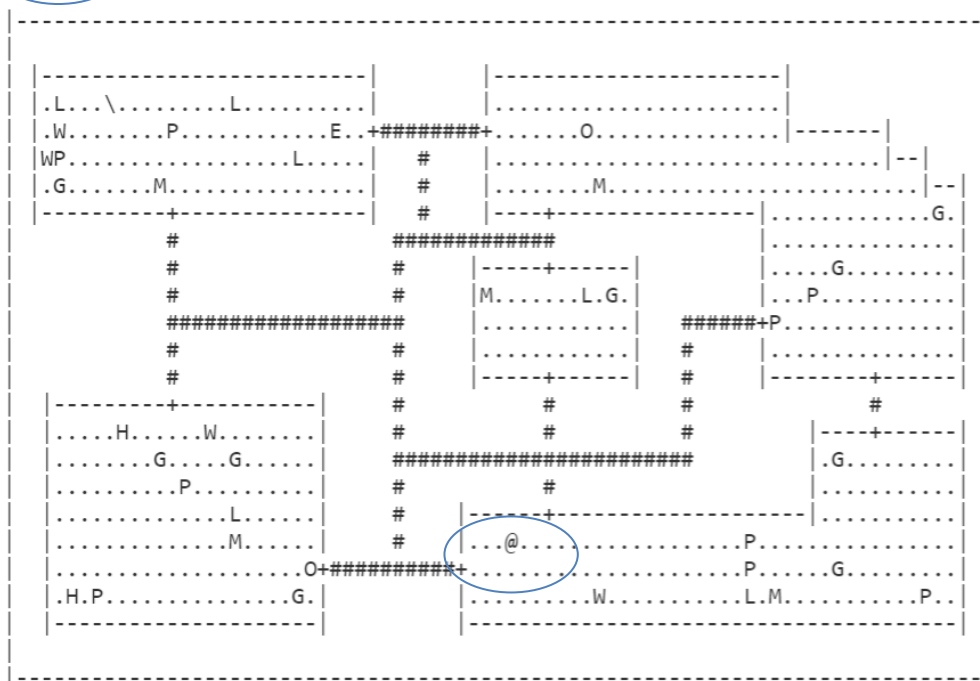
Move

Initial position is shown below.



Race: Vampire Gold: 2 Level: 1
 HP: 60
 Atk: 25
 Def: 25
 Action: █

Action: no



Action:we

```

|-----|
|.L...\...L.....|
|.W.....P.....E+#####+.....O.....|-----| | |
|WP.....M.....L.....| # |.....M.....|--|
|.G.....M.....L.....| # |.....M.....|--|
|-----+-----| # |-----+-----|.....G.
| # |#####|
| # | # |-----+-----|.....G.
| # | # |M.....G. |.....P.
|#####| |.....L. |#####+P.
| # | # |-----+-----| # |-----+-----|
| # | # | # | # |
|-----+-----| # | # | # |
|.H.....W.....| # | # | # |-----+-----|
|.G.....G.....|#####|.....G.
|.P.....| # | # |
|.L.....| # |-----+-----|
|.M.....| # |.....P.
|.O+#####+|. @. |.....P.
|.HP.....G. |.....W.....L.M.....P.
|-----|

```

Action:sw

```

|-----|
|.L...\...L.....|
|.W.....P.....E+#####+.....O.....|-----| | |
|WP.....M.....L.....| # |.....M.....|--|
|.G.....M.....L.....| # |.....M.....|--|
|-----+-----| # |-----+-----|.....G.
| # |#####|
| # | # |-----+-----|.....G.
| # | # |M.....G. |.....P.
|#####| |.....L. |#####+P.
| # | # |-----+-----| # |-----+-----|
| # | # | # | # |
|-----+-----| # | # | # |
|.H.....W.....| # | # | # |-----+-----|
|.G.....G.....|#####|.....G.
|.P.....| # | # |
|.L.....| # |-----+-----|
|.M.....| # |.....P.
|.O+#####+|. @. |.....P.
|.HP.....G. |.....W.....L.M.....P.
|-----|

```

Action:se

```

|-----|
|L...\...|
|.W....P...L...E. ++++++|
|.P....M....L...| # |...O...|
|WG.....| # |...M...|
|-----| # |-----|
| # |+++++|
| # | # |-----+-----|
| # | # |...G...|
|+++++| # |.M....G.|
| # | # |...L...| ++++++P
| # | # |-----+-----|
| # | # | # |
|-----+-----|
|.H....W...| # |-----+-----|
|...G...G...| ++++++|G...|
|...P...| # |
|...M...L...| # |-----+-----|
|.H....O+++++| # |...P...|
|.P....G...| @...W...L...M...P
|-----|

```

Action:nw

```

|-----|
|.L...\...|
|.W....MP...E. ++++++|
|.P....L...L...| # |...O...|
|WG.....| # |...M...|
|-----| # |-----|
| # |+++++|
| # | # |-----+-----|
| # | # |...G...|
|+++++| # |.M....L...| ++++++P
| # | # |-----+-----|
| # | # | # |
|-----+-----|
|.H....GW...| # |-----+-----|
|...G...P...| ++++++|G...|
|...P...| # |
|...M...L...| # |-----+-----|
|.P....GO ++++++| @...P...G...
|.P....| # |...W...L...M...P
|-----|

```

Action:ne

```

|-----|
| ..L..\...M.....E..| |-----|
| ..L.....P.....L.....+#####+|-----|
| WP.W.....L.....| # |.....O.....|--|
| .G.....L.....| # |.....M.....|--|
|-----+-----| # |-----+-----|.....G.
| # |#####| |-----+-----|.....G.
| # | # | |-----+-----|.....P.
| # | # | |.....G.| |.....P.
|#####| |.....M.....|#####+P.
| # | # | |.....L.| # |.....
| # | # | |-----+-----| |-----+-----|
|-----+-----| # | # | # |
| ..H.....| # | # | # | |-----+-----|
| ..G.....G.W....|#####|.G.
| ..P.....| # | # | |.....
| ..H.....L.....| # | |-----+-----|
| ..M.....+#####+|.....P.
| ..P.....GO|#####|.G.
|-----| |.....W.....L.....M.....P.
|-----|

```

Action:ea

```

|-----|
| ....\...M.....E...| |-----|
| ..L.....P.....L.....+#####+|-----|
| WP.....| # |.....M..O.....|--|
| .G.W.....L.....| # |-----+-----|.....G.
|-----+-----| # |-----+-----|
| # |#####| |-----+-----|.....G.
| # | # | |-----+-----|.....P.
| # | # | |.....G.| |.....P.
|#####| |.....M.....|#####+P.
| # | # | |.....L.| # |.....
| # | # | |-----+-----| # |-----+-----|
|-----+-----| # | # | # | # |
| ..H.....| # | # | # | |-----+-----|
| ..G.....G.....|#####|.G.
| ..P.....W....| # | # | |.....
| ..H.....L.....| # | |-----+-----|
| ..M.....+#####+|.....P.
| ..P.....GO|#####|.G.
|-----| |.....W.....L.....M.....P.
|-----|

```

Action:so

```

|-----|
| |-----| |-----|
| |... \...M...E...| |-----|
| WL...P...L...+#####+...O...|-----|
| .P.W...| # |...M...|--|
| .G...L...| # |...|
|-----+-----| # |-----+-----|...G.
| # |#####| |-----+-----|...G.
| # | # |-----+-----|...P.
| # | # |...G...|
|#####| |...M...|#####+P...
| # | # |...L...| # |...
| # | # |-----+-----|
|-----+-----| # | # |
| .H...| # | # |
|...G...G.W...|#####|...G.
|...P...| # |
|...H...L...| # |-----+-----|
|...M...+#####+...@...LP...G.
|...P...GO|-----+-----|...W...M...P.
|-----| |-----|
|-----|

```

Combat

```

|..P.....|.....|.....G..|
|.G.....G+#####+-----|
|.WP...\P.....P.#|.....|--|
|.....#|.....G.....W.|--|
|-----+|.....+-----L.....|
######
#|-----+-----|.....L.....|
#|.....MGD.....P.|.....|
#####|.G...H...M|#####+
#|.....P.E...M..|#|.H.....L..|
#|.....+-----+|.....+-----|
|-----+-----|.....#|
|...H.L...G...E|#|.....#|
|.....PH...H.#####|.H...G.
|.....E.P.....|#|.....G
|.E.....|.....+-----|.....|
|@.....|.....|
|.....P.....+#####+.G.....|
|.....|.....P.....H
|-----|-----|

```

Race: Drow Gold: 0 Level: 1

HP: 123

Atk: 25

Def: 15

Action: E missed.

a ne

PC deals 23 damage to E (94 HP).

```

-----|-----|-----|
|.P.....|.....G..|
|.....G.....G+#####+-----|
|.WP..P.....P..#|.....| |
|.....#|.....W..|--|
|-----+-----|.....#|
|.....#####|
|#.....#|-----+-----| |
|#.....#|.MGD.....P.|.....L.....|
|#####|.G..H...M|#####+.....|
|#.....#|.P.E...M..#|.H.....L..|
|#.....#|-----+-----|
|-----+-----|.....#.....#.....#.....#
|...H.L...G.....E|#.....#.....#|-----+-----|
|.....PH...H.#####|.H.....G.
|.E.P.....#.....#.....G
|.E.....#|-----+-----|
|@.....P.....+#####+.G.....|
|.....|.P.....H
|-----|-----|

```

Race: Drow Gold: 0 Level: 1

HP: 150

Atk: 25

Def: 15

Action: E deals 27 damage to PC.

: a ne

PC deals 23 damage to E (117 HP)

```

|-----|
|..P.....|.....|.....G...|
|.....G.....G+#####|.....|
|...WP...\P.....P..|...#|.....|
|.....|...#|.....G.....W...|--|
|-----+-----|...#|.....L.....|
|...#|...#####|.....|
|...#|...#|.....+-----|.....L.....|
|...#|...#|...MGD.....P.|.....|
|#####|...G...H...M|#####|.....|
|...#|...#|...P.E...M..|...#|...H.....L..|
|...#|...#|.....+-----|...#|.....+-----|
|-----+-----|...#|...#|...#|...#|
|....H.L...G.....E|...#|...#|...#|.....+-----|
|.....PH....H.|#####|.....H.....G.
|.....E.P.....|...#|...#|.....G
|.E.....|...#|.....+-----|.....|
|@.....|...#|.....|
|.....P.....+#####|...G.....|
|.....|...P.....H
|-----|

```

Race: Drow Gold: 0 Level: 1

HP: 123

Atk: 25

Def: 15

Action: E missed. a ne

PC deals 23 damage to E (71 HP).

```

|-----|
|..P.....|.....|.....G...|
|.....G.....G+#####|.....|
|...WP...\P.....P..|...#|.....|
|.....|...#|.....G.....W...|--|
|-----+-----|...#|.....L.....|
|...#|...#####|.....|
|...#|...#|.....+-----|.....L.....|
|...#|...#|...MGD.....P.|.....|
|#####|...G...H...M|#####|.....|
|...#|...#|...P.E...M..|...#|...H.....L..|
|...#|...#|.....+-----|...#|.....+-----|
|-----+-----|...#|...#|...#|...#|
|....H.L...G.....E|...#|...#|...#|.....+-----|
|.....PH....H.|#####|.....H.....G.
|.....E.P.....|...#|...#|.....G
|.E.....|...#|.....+-----|.....|
|@.....|...#|.....|
|.....P.....+#####|...G.....|
|.....|...P.....H
|-----|

```

Race: Drow Gold: 0 Level: 1

HP: 123

Atk: 25

Def: 15

Action: E deals 27 damage to PC.

: a ne

PC deals 23 damage to E (48 HP).

Enemy Dies

[illegible]

Race: Dwarf Gold: 0 Level: 1

HP: 42

Atk: 25

Def: 15

Action: E missed.

a ne

PC deals 23 damage to E (0 HP).

```
[ Picked Treasure: Small Gold ]
```

..P.....	G..	
.....G.....G+#####			
..WP.. \P.....P..	#G.....	--
	#G.....	W... --
	#		
			L.....
#	#####		
#	#	L.....
#	#	..MGD.....P..	
#####		..G...H...M	#####+
#	#	..P.E...M..	#
#	#		..H.....L..
	#		
	#	#	#
...H.L...G.....E	#	#	#
.....PH...H.	#####		..H.....G.
...E.P.....	#	#G.
@.	#		
...P.....+#####		..G.....	
		..P.....	H

Race: Dwarf Gold: 1 Level: 1

HP: 42

Atk: 25

Def: 15

Action:

The enemy dies, and gold is immediately added to the player character's total.

PC Dies

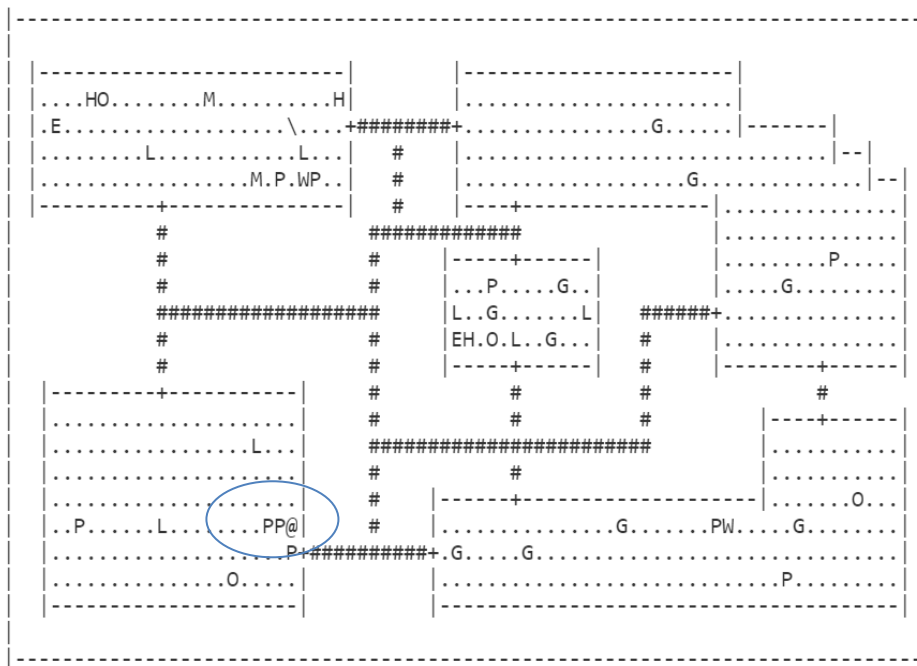
```

|-----|-----|
|.P.....W.P.....|-----|
|.....G.....+#####.....G.....|-----|
|.....@E.....L#|.....L.....L.....|--|
|.....#|.....GP.....W.....|--|
|.....+#####|.....\.....|
|#|#####|.....|
|#|#####|.....|
|#|#####|.....|
|#####|H..H...P..#####+#####|
|#|#####|.....L..P..#|.....W.....|
|#|#####|-----+-----|
|-----+-----|#####|#####|#####|
|.P.....P.....|#####|W.....G...|
|.....OMW.....|#####|.....|
|.....+-----+-----|G.....|
|.....LPG.....+#####.....G.P.....G.....|
|.....W...W...L...L.....|
|-----|-----|

```

Race: Vampire Gold: 0 Level: 1
HP: 2
Atk: 25
Def: 25
Action: E deals 24 damage to PC.
: E missed.
: You Lose!
Do you want to play again?(press r for replay) :ea

Use Potions



Race: Shade Gold: 0 Level: 1

HP: 125

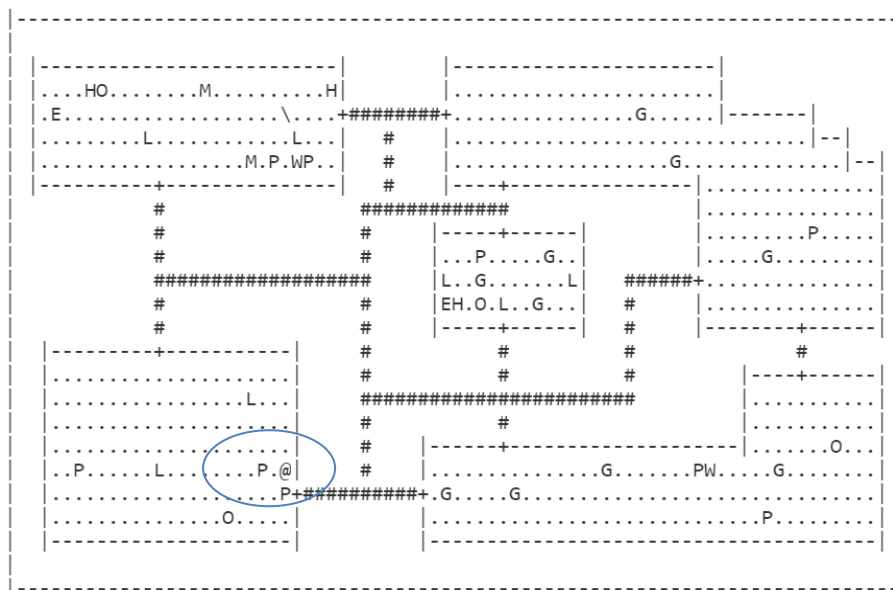
Atk: 25

Def: 25

Action: u we

[Used Potion: WD]

< You found a new type of Potion! >



A used potion will not appear on the map any longer.

A notification will be shown on the top of the map if the player is near an already-learned potion.

< Potion WD is on your "we" side! >

[illegible]

Race: Shade Gold: 0 Level: 1

HP: 115

Atk: 25

Def: 20

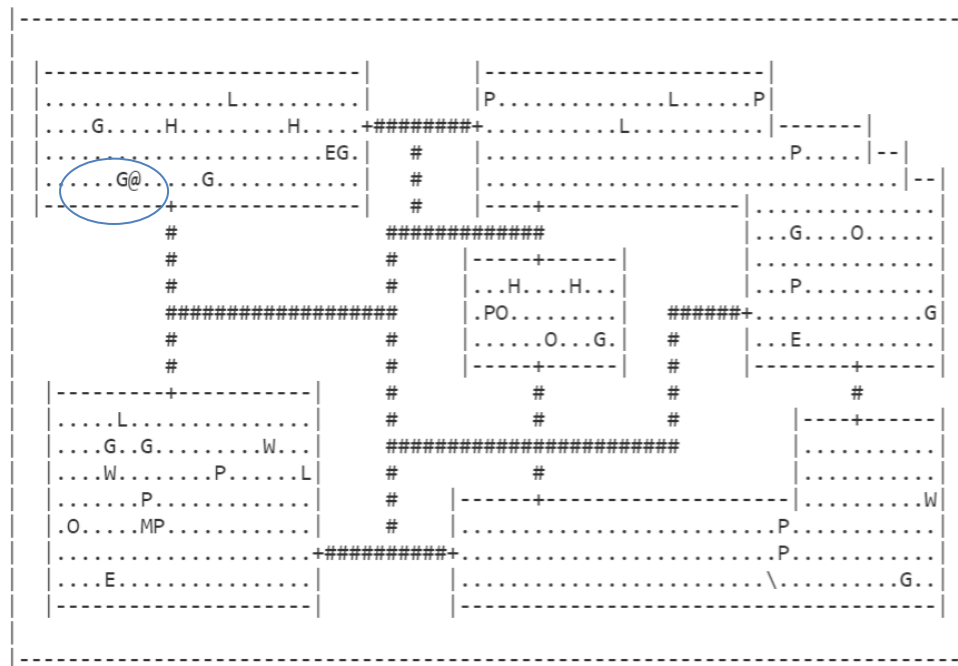
Action:u we

[Used Potion: WD]

```
< Potion effect: decrease Def by 5 >
```

Pick Gold

Unprotected golds (Small Gold, Normal Gold) will be picked when the player walks over it.



Race: Shade Gold: 0 Level: 1

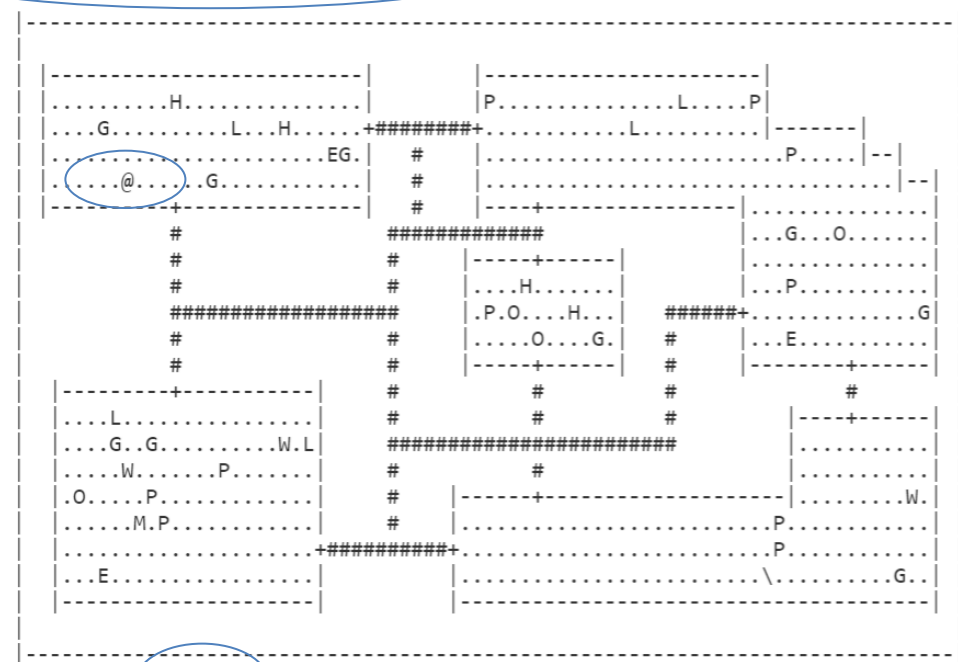
HP: 125

Atk: 25

Def: 25

(Action: we

[Picked Treasure: Small Gold]



Race: Shade Gold: 1 Level: 1

HP: 125

Atk: 25

Def: 25

Action:

When a gold is picked successfully, it will not appear on the map any longer.

```

+-----+
|-----+-----+-----+
|...H...H...E...+#####+P...L...L...P|
|...@...H...E...G...#|...L...P...|--|
|...G...L...G...#|...P...|--|
|-----+-----+-----+
|...G...O...|
|...P...|
|...H...|#####+...G...
|...O.OH...G...#|...E...
|-----+-----+-----+
|...L.W...W...|...P...|
|...G...G...|#####+...W...
|...P...|...P...
|...M.P...L...|...P...
|...O...P...|...P...
|...E...|...G...
|-----+-----+-----+

```

Race: Shade Gold: 1 Level: 1
 HP: 125
 Atk: 25
 Def: 25
 Action: no

[Picked Treasure: Normal Gold]

```

+-----+
|-----+-----+-----+
|...H...H...E...+#####+P...L...L...P|
|...@...H...E...G...#|...L...P...|--|
|...G...L...G...#|...P...|--|
|-----+-----+-----+
|...G...O...|
|...P...|
|...H...|#####+...G...
|...O.OH...G...#|...E...
|-----+-----+-----+
|...L.W...W...|...P...|
|...G...G...|#####+...W...
|...P...|...P...
|...M.P...L...|...P...
|...O...P...|...P...
|...E...|...G...
|-----+-----+-----+

```

Race: Shade Gold: 3 Level: 1
 HP: 125
 Atk: 25
 Def: 25
 Action:

Dragon & Dragonhoard

PC regains 0 HP.

```

+-----+
|.....|.....|.....|.....|.....|.....|
|...P...M...G...+#####...H...|.....|
|...D...L...#...O...|.....|.....|
|L...P...#...G...|.....H...|--|
|.....+.....#...+.....|.....EP...|
|      #      +#####|.....|
|      #      #      |.....|
|      #      #      |..PW...P..E|.....P...|
|#####|.....PG.E..G|#####|.....|
|      #      #      |..H...|.....#...G...|
|      #      #      |.....+.....|.....|
|.....+.....#      #      #      |.....|
|.....+.....#      #      #      |.....P...|
|G...O...D...|#####|.....E...|
|.D...G...G@...|.....#.....|
|.....P...|.....+.....|.....G...|
|.....OG...H...|.....L...M...E...|
|.....P...+#####...L...O...|.....|
|.....|.....|.....|.....|.....|.....|
+-----+

```

Race: Troll Gold: 0 Level: 1

HP: 120

Atk: 25

Def: 15

Action:

[D deals 18 damage to you]

: ■

The dragon attacks player when the player is near the dragonhoard.

```

+-----+
|.....|.....|.....|.....|.....|.....|
|...P...M...G...L...+#####...O...|.....|
|L...D...#...H...|.....|.....|
|.....P...#...G...|.....E...|--|
|.....+.....#...+.....|.....P...|
|      #      +#####|.....|
|      #      #      |.....|
|      #      #      |..P...P..E|.....P...|
|#####|.....W.PGE..G|#####|.....|
|      #      #      |..H...|.....#...G...|
|      #      #      |.....+.....|.....|
|.....+.....#      #      #      |.....|
|.....+.....#      #      #      |.....P...|
|G...O...D...|#####|.....E...|
|.D...G...G@...|.....#.....|
|.....P...|.....+.....|.....G...|
|.....O...H...|.....L...O..M...|
|.....P...+#####...L...L...|.....|
|.....|.....|.....|.....|.....|.....|
+-----+

```

Race: Troll Gold: 0 Level: 1

HP: 120

Atk: 25

Def: 15

Action:

[D deals 18 damage to you]

: we

You must slain its protector - The Great Dragon!

PC regains 5 HP.

We cannot pick the dragonhoard by walking on it when it is still protected by the dragon.

[Picked Treasure: Dragon Hoard]
PC regains 5 HP.

```

|-----|
|...G...G...O|
|...L.....|+#####+|-----| | | |
|.G...M...P|#|.P...HG...|--|
|.....|#|.H...H...P|--|
|-----+|#|-----+|.G.....|
|      #|#####|      #|.H.....|
|      #|      #|-----+-----|.....|
|      #|      #|. \....LLLP|.....|
|#####|.....W.L|#####+|.....|
|      #|      #|.LG...P.|#|.....|
|      #|      #|-----+-----+|.....|
|-----+|      #|      #|      #|      #|
|.....@|      #|      #|      #|      #|-----+-----|
|.....D|#####|.....G.....|
|...G...L|      #|      #|.....|
|.....E.....|      #|-----+-----|.....|
|.....P...H|      #|.....P.P.....W...|
|.....+#####+P.....P.....M...|
|...L.G.....|.....L.....|
|-----|

```

```

Race: Troll Gold: 6 Level: 1
HP: 72
Atk: 25
Def: 15
Action:

```

We can pick the dragonhoard when its protector is dead.

Restart Game

Use “r” to restart the game.

```

|-----|
|.....M..M...W..|
|.H..E.....L.\.....+#####+.....G.....|-----| |
|.....O.....H#|.....|--|
|.....L.....P..P..#|.....G.....|--|
|-----+-----|-----+-----|
|#####|
|#|#####|.....| | |
|#|#####|.....P.....|
|#|#####|.....G.....|
|#####|LE.G.....|#####+.....|
|#|#####|O.....GL..|#|.....|
|#|#####|-----+-----|#####|
|-----+-----|#####|#####|
|.....O.....|#####|.....|
|.....|#####|.....|
|.....|#####|.....|
|.....|#####|.....|
|.P.....L.....|#####|.....@.....|
|.....L.....+#####+.....W.P.....|
|-----|-----|

```

Race: Shade Gold: 4 Level: 1

HP: 115

Atk: 25

Def: 15

Action:r

[Available Races: s(Shade), d(Drow), v(Vampire), g(Goblin), t(Troll)]

```

Please choose a race to play (Press z for default race Shade):

```

Admit Defeat and Quit

Use "q" to quit.

```

+-----+
|-----+-----+-----+
|.....G.....|.....W.....L.....|
|...P.....+-----+-----+-----+
|...P..M.....L.....|...#.....|.....|
|.....L.....|...#.....|.....L.....GD...P.....|--|
|-----+-----+-----+-----+
|...#.....+-----+-----+-----+
|...#.....|...#.....|.....P.....|
|...#.....|...#.....|.....W.....|
|#####|...#.....|...P.....|
|...#.....|...#.....|.....W.....|
|...#.....|...#.....|-----+-----+
|-----+-----+-----+-----+
|...P.....O.....|#####|.....H.....|
|.....L.....|...#.....|.....|
|.....|...#.....|-----+-----+
|E.....W.....+-----+-----+.....G.....E.....|
|.....G.....|.....P.....G.....L.....|
|.....G.....G..L.....G..H.\WG.....|
|-----+-----+-----+-----+
+-----+

```

Race: Troll Gold: 0 Level: 1
HP: 120
Atk: 25
Def: 15
Action:

[L deals 14 damage to you]
: q
You Lose!

Stop Enemies from Moving

Press f to stop enemies from moving.

```

+-----+
| .....G.....G.....O. | | ..... | | | |
| .....L.....+#####+ | | ..... |
| ..G.....M.....P. | # | .....P.....G..... | -- |
| ..... | # | .....HH...H.....P. | -- |
| ..... | # | .....+-----+ | | .....G..... |
| # | ##### | | ..... |
| # | # | | .....+-----+ | | .....H..... |
| # | # | | \.....L.L.P | | ..... |
| ##### | | .....LL. | #####+ | ..... |
| # | # | | LG.....WP. | # | ..... |
| # | # | | .....+-----+ | # | .....+-----+ |
| .....+-----+ | # | # | # | # |
| .....G. | # | # | # | | .....+-----+ |
| .....D..L.....D. | ##### | | ..... |
| .....G..... | # | # | | .....G..... |
| .....E.... | # | | .....+-----+ | | .....W... |
| .....P..... | # | | .....P.P..... |
| .....H....+#####+P...L.....P..... |
| .....L.G.....@. | | .....M..... |
| ..... |
+-----+

```

Race: Troll Gold: 0 Level: 1

HP: 59

Atk: 25

Def: 15

Action:f

PC regains 5 HP.

```

+-----+
| .....G.....G.....O. | | ..... | | | |
| .....L.....+#####+ | | ..... |
| ..G.....M.....P. | # | .....P.....G..... | -- |
| ..... | # | .....HH...H.....P. | -- |
| ..... | # | .....+-----+ | | .....G..... |
| # | ##### | | ..... |
| # | # | | .....+-----+ | | .....H..... |
| # | # | | \.....L.L.P | | ..... |
| ##### | | .....LL. | #####+ | ..... |
| # | # | | LG.....WP. | # | ..... |
| # | # | | .....+-----+ | # | .....+-----+ |
| .....+-----+ | # | # | # | # |
| .....G. | # | # | # | | .....+-----+ |
| .....D..L.....D. | ##### | | ..... |
| .....G..... | # | # | | .....G..... |
| .....E.... | # | | .....+-----+ | | .....W... |
| .....P..... | # | | .....P.P..... |
| .....H....+#####+P...L.....P..... |
| .....L.G.....@. | | .....M..... |
| ..... |
+-----+

```

Race: Troll Gold: 0 Level: 1

HP: 64

Atk: 25

Def: 15

Action:no

PC regains 5 HP.

Press f again to let enemies move.

```

+-----+
| .....G.....G.....O. | | ..... | |
| .....L..... | | ..... | |
| ..G.....M.....P. | # | .....P.....G..... | -- |
| ..... | | .....HH..H.....P. | -- |
+-----+ | # | +-----+ | .....G..... |
| # | | ##### | | ..... | |
| # | | # | | ..... | |
| # | | # | | ..... | |
| ##### | | # | | ..... | |
| # | | # | | ..... | |
| # | | # | | ..... | |
+-----+ | # | +-----+ | ..... | |
| .....G. | | # | | ..... | |
| .....D..L.....D. | | ##### | |
| .....G..... | | # | | .....G..... | |
| .....E... | | # | | .....W... | |
| .....P...@. | | # | | .....P.P. | |
| .....H... | | ##### | | .....P.....P..... | |
| .....L.G..... | | ..... | | .....M... | |
+-----+ | | +-----+ | |

```

Race: Troll Gold: 0 Level: 1

HP: 74

Atk: 25

Def: 15

Action: f

PC regains 5 HP.

```

+-----+
| .....G.....G.....O. | | ..... | |
| .....L..... | | ..... | |
| ..G.....M.....P. | # | .....P.....G..... | -- |
| ..... | | .....HH..H.....P. | -- |
+-----+ | # | +-----+ | .....G..... |
| # | | ##### | | ..... | |
| # | | # | | ..... | |
| # | | # | | ..... | |
| ##### | | # | | ..... | |
| # | | # | | ..... | |
| # | | # | | ..... | |
+-----+ | # | +-----+ | ..... | |
| .....G. | | # | | ..... | |
| .....D..L.....D. | | ##### | |
| .....G..... | | # | | .....G..... | |
| .....E... | | # | | .....W... | |
| .....P...@. | | # | | .....P.P. | |
| .....H... | | ##### | | .....P.....P..... | |
| .....L.G..... | | ..... | | .....M... | |
+-----+ | | +-----+ | |

```

Race: Troll Gold: 0 Level: 1

HP: 79

Atk: 25

Def: 15

Action: no

PC regains 5 HP.

Action: no
 PC regains 5 HP.

```

-----
| |-----| |-----| | |
| |...G...G...O| |-----|
| |...L...+#####+|-----|
| |.G...M...P.| # |...P...HG...|--|
| |...| # |...H...H...P.|--|
| |-----+ # |-----+|...G...|
| | # |#####| |...H...|
| | # | # |-----+| |...|
| | # | # |.\...LLLP| |...|
| |#####| |...W.L| #####+|...|
| | # | # |.LG...P.| # |...|
| | # | # |-----+| # |-----+|
| |-----+| # | # | # |
| |...G.| # | # | |-----+|
| |...D...D.| #####| |...|
| |...G...L...| # | # |...G...|
| |...E...@.| # |-----+|...|
| |...P...H...| # |...P.P...W...|
| |-----+#####+P...P...M...|
| |...L.G...| |...L...|
| |-----| |-----|
-----

```

Race: Troll Gold: 0 Level: 1
 HP: 84
 Atk: 25
 Def: 15
 Action: █

Win the Game

```

-----
|-----|
|.....P.....|.....|
|O.G.....G.....+#####.....E.....|-----|
|...H...G...P.....|...#|.....P.....|--|
|.....D.....|...#|.....L.....|--|
|-----+-----|
|...#|#####|.....L.....P..| | |
|...#|...#|-----+-----|
|...#|...#|...@\.H.M.|.....E.....|
|#####|...W.....|#####+.....G...G|
|...#|...#|L.....|...#|...M...D....|
|...#|...#|-----+-----|
|-----+-----|...#|
|.....P.....|...#|...#|
|.....P.....EM..|#####|-----+-----|
|.....P.....|...#|.....P.....|
|.....|...#|.....P..H...|
|L.....|...#|...H...E.....G.....|
|.....+#####+.....G.....G.....|
|.....G...H.....|...G.....P..W..|
|-----|
|-----|
-----

```

Race: Troll Gold: 1 Level: 5

HP: 119

Atk: 20

Def: 15

Action: W missed.

: ea

PC regains 1 HP.You win !!!

Your score is :100

Bonus

Players can choose easy mode, in which they are teleported to the fifth floor directly.

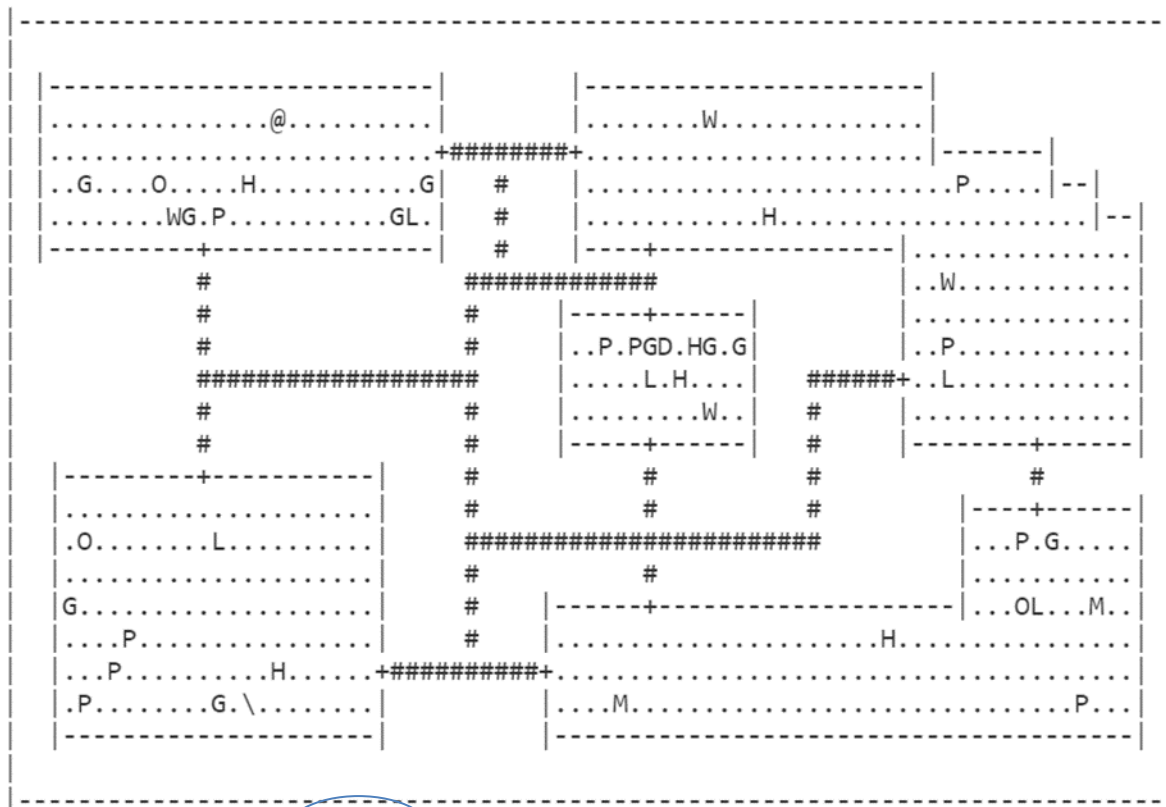
Please choose difficulty: e(Easy), n(Normal by default)

e

Dr.Secret teleports you to the fifth floor!

[Available Races: s(Shade), d(Drow), v(Vampire), g(Goblin), t(Troll)]

Please choose a race to play (Press z for default race Shade):t



Race: Troll Gold: 0 Level: 5

HP: 120

Atk: 25

DLC Part

Run the game by “./cc3k dlc” to import the DLC.

```
y4chong@ubuntu2004-008:~/cs246/f21/project/version10$ ./cc3k dlc
```

You won a DLC!

Be careful of Dr.X, you are on the list of assassination.

Please choose difficulty: e(Easy), n(Normal by default)

e

Dr.Secret teleports you to the fifth floor!

```
[ Available Races: s(Shade), d(Drow), v(Vampire), g(Goblin), t(Troll) ]
```

```
Please choose a race to play (Press z for default race Shade):t
```

The diagram illustrates a network or system layout with a grid of points and lines. The grid is divided into several sections by dashed lines. A blue oval highlights a specific area in the center, containing the text "H.GX.EG." and "P.G.". The diagram includes various symbols like dots, lines, and a blue oval.

Race: Troll Gold: 0 Level: 5

HP: 120

Atk: 25

Def: 15

Action:we

PC regains 0 HP.

[illegible]

Race: Troll Gold: 0 Level: 5

HP: 120

Atk: 25

Def: 15

Action: You are assassinated by Dr.X!

You Lose!

Do you want to play again?(press r for replay) :^C