The Big Adventure

User manual

How to begin

In order to play, the first step is to set up the game !
Firstly be sure to have the latest java version installed on your computer, then at the location of the file thebigadventure.jar use the following command :

java -jar thebigadventure.jar

To play with a custom map, file can be specified with the following argument :
–level mapname.map
The map needs to be set in the maps folder in order to be found.

There are also two other possible arguments :
–dry-run : there monsters will be static
–validate : will only check if the given map is correctly written

How to play

In game, the multiple actions can be performed, there are all defined in this section

Movement

The player can move in all four directions with the arrow keys present on the keyboard

Inventory

The player can grab items on the ground by walking on them. By pressing i on the keyboard, the inventory shows up. The first item in the inventory is the item held by the player to perform space bar actions

Special actions

The space bar action is used to interact with the world, and it is simply done by pressing the spacebar button on the keyboard. Try different items in your hand to discover all possible effects !

Create your maps

Playing may be fun but creating stories is also extremely entertaining ! Anyone can make his very own map.

Here are the steps to create a map

Introduction to the syntax

To make a map, we need to define blocs. One block starts either by [grid] or [element].
Then multiple fields can be initialized to define the block.

Here we can see two blocks element defining a player and an item

Further explanation about field can be found in element section

```
[element]
  name: fluffy
  player: true
  skin: BABA
  position: (5,5)
  health: 10

[element]
  name: durendale
  skin: SWORD
  position: (1,29)
  kind: item
  damage: 15
```

Grid

Firstly you need a grid to place your elements. A grid is defined with 3 field :
size : (i x j) define the size of the map, i and j are integers
encodings : obstacle(O) decoration(D) define which letters represent which obstacle or decoration
data : “”” define how the elements encoded are placed on the field, letters are used to
DDDDD represent elements
D D
D O D
DDDDD
“””

Element

An element block can represent either the player, an enemy, an Item or an obstacle.
Here are the possible field to define an element :

- name: Name of the element (Optional)
- skin: Skin of the element
- player: true or false
- position: Starting position for the player, 0, 0 is the top left corner
- health: health of the element, positive integer only
- kind: element type between enemy, item or obstacle
- zone: zone where the element will move if it is an enemy
- behavior: How the enemy will react between shy, stroll et aggressive
- damage: damage dealt with each attack, positive integer only