**The Medieval Game Documentation**

You wake up feeling drowsy when suddenly

you found yourself inside a medieval castle.

You don't know how you got here, but you must

explore mysterious rooms, equip and use items, solve puzzles

and defeat scary monsters to finally grab some treasures from the secret vault.

Game Map

Table

Description automatically generated

Room.txt has data like RoomID,RoomName,RoomDescription,isVisited,[N,E,S,W],ItemID,PuzzleID,MonsterID. The first line is the format of the file.

RoomID,RoomName,Description,----,isVisited,Navigation,ItemID,PuzzleID,MonsterID,canGoForward  
  
TLR1  
Dark Room  
"Welcome to the game, you can move between rooms by entering North/South/East/West/Up/Down.  
You wake up in a dark room, with nothing but the clothes on your back.  
You have no memory of how you ended up here,  
but you know you need to escape and get back to your mission.  
There is a wooden door hanging open to the North. For More information, type help."  
----  
FALSE  
TLR2,0,0,0  
0  
0  
0  
0  
  
TLR2  
Dark Tunnel  
"You walk into a dark tunnel and come across a smooth stone wall to the north that has an indentation in it.  
Maybe you should look around for something that fits?  
You can look around your surroundings by typing Look/Search.  
This Command also works on anything you might come across, such as items, enemies, or puzzles."  
----  
FALSE  
TLR3,0,TLR1,0  
1  
P1  
0  
TLR3  
  
TLR3  
Wine Cellar  
"You squeeze through the hole in the wall and find yourself in what appears to be a wine cellar.  
There is a trap door at the top of a set of stairs. You can go Up, or South."  
----  
FALSE  
TLR4,0,TLR2,0  
2  
0  
0  
0  
  
TLR4  
Dimly Lit Hall  
"You exit the cellar into a dimly lit hall.  
There is a sleeping guard by the only other door, to the north.  
You can go North, or Down."  
----  
FALSE  
TLR5,0,TLR3,0  
3  
0  
TLM1  
0  
  
TLR5  
Vacant Alley  
"You come through the door into a vacant back alley,  
there is a seedy looking merchant set up at the entrance to the alley, to the north.  
You can go North, South, East, or West."  
----  
FALSE  
TLR6,UB1,TLR4,WR1  
4  
0  
TLM2  
0  
  
TLR6  
Market Square  
"A bustling market set up in the shadow of a gigantic building with a sealed vault door.  
You can go West, East, or South."  
----  
FALSE  
TLR7,T22,TLR5,CH17  
0  
P5  
0  
TLR7  
  
TLR7  
Vault  
"The vault door swings open, revealing a room empty except for a plate of cookies sitting on the floor.  
+---------------------------------------------------------------------+  
| |  
| |  
| You’ve won! Thanks so much for playing!" |  
| |  
| |  
+---------------------------------------------------------------------+  
----  
FALSE  
0,0,TLR6,0  
0  
0  
0  
0  
  
WR1  
Woods Entrance Road  
"The southwestern road out of town leads to a thickly wooded forest,  
full of wildlife and ancient ruins from a long-gone society.  
You can keep travelling down the road to the West, or return to town to the East. "  
----  
FALSE  
0,TLR5,0,WR2  
0  
0  
0  
0  
  
WR2  
Woods Clearing  
"After a few minutes of travel, the road slowly turns from gravel to dirt.  
You approach a clearing and spot a freshly slain deer being devoured by a lone wolf.  
The path continues to the North, the forest is thriving to the South,  
you can hear a humming from the West, and there is the road to town to the East."  
----  
FALSE  
WR4,WR1,WR3,WR5  
5  
0  
WM1  
0  
  
WR3  
Thriving Forest  
"As you walk through the forest the trees seem to create a path Following the path,  
you find what appears to be the source of the humming,  
a beautiful flower growing on top of a runed altar.  
You can go North."  
----  
FALSE  
WR2,0,0,0  
7  
0  
0  
0  
  
WR4  
Thick Stand  
"The road comes to an end into a stand of trees so dense that the sun barely shines through.  
Suddenly, one of the largest trees seems to come to life, and  
shambles over and places itself right in front of you. You can go South."  
----  
FALSE  
0,0,WR2,0  
6  
0  
WM2  
0  
  
WR5  
Ancient Clearing  
"You come across a looming wooden gate covered in runes,  
that is emitting a magical aura that you cannot pass through.  
A destroyed shrine looms behind the barrier.  
If you can find a way to disable the barrier, you can continue to the West.You can go East."  
----  
FALSE  
0,WR2,0,WR6  
0  
P2  
0  
WR6  
  
WR6  
Ancient Shrine  
"The remains of the shrine are crumbling.  
There is a monolith with a runed medallion hanging from it."  
----  
FALSE  
0,WR5,0,WR1  
8  
0  
0  
0  
  
T22  
Tower1  
"You enter a large hallway that has a spiral staircase leading up at the end.  
Patrolling the hallway is a Grunt of the Tower"  
----  
FALSE  
T23,0,0,TLR6  
9  
0  
TM3  
0  
  
T23  
Tower2  
"Once you reach the next floor you stumble upon a dimly lit room with a central table.  
Upon entering the room, you notice a golden cup on the farther side of the table."  
----  
FALSE  
T24,0,T22,0  
13  
0  
0  
0  
  
T24  
Tower3  
Tower room 24  
----  
FALSE  
T25,0,T23,0  
0  
0  
0  
0  
  
T25  
Tower4  
"The second to last floor of the tower seems to be more decorated than other floors.  
There are various baskets filled with fruits and on top of the shelf you notice a Health potion."  
----  
FALSE  
T26,0,T24,0  
3  
0  
0  
0  
  
T26  
Tower5  
"The final floor of the tower is the roof area where you can see the other wings of the castle.  
Before you can enjoy the scenery the Knight (TM2) prepares an attack."  
----  
FALSE  
T22,0,T25,0  
10  
P3  
TM2  
T22  
  
CH17  
Muddy Marsh  
"The ground is all wet and muddy. There are frogs flopping around hoping for flies.  
Hopefully there are no hungry alligators nearby…"  
----  
FALSE  
0,TLR6,0,CH18  
0  
0  
0  
0  
  
CH18  
Smoked Swamp  
"There’s a deep fog that the sun cannot penetrate.  
The fog is covering the swamp, making it quite difficult to see.  
The fog is so thick, it could be cut by a knife…"  
----  
FALSE  
0,CH17,0,CH19  
14  
0  
SM1  
0  
  
CH19  
Willow Wetlands  
There are willow trees everywhere and there seems to be wild animals looking for some food.  
There are fishing ponds and seem to be plentiful of fish…  
----  
FALSE  
CH20,CH18,0,0  
0  
P9  
0  
CH20  
  
CH20  
Witch’s Hut  
There is a witch’s hut 3-meters off the swampy ground.  
Maybe we should not invade...  
----  
FALSE  
0,CH21,CH19,0  
16  
0  
SM2  
0  
  
CH21  
Puzzling Pain Lands  
There’s an aura in the air giving off some confusing vibes...  
maybe there is something around.  
----  
FALSE  
0,CH17,0,CH20  
15  
P8  
0  
CH17  
  
UB1  
Alpha(UB)  
The tunnel was abandoned for good reason, only fools venture there.  
----  
FALSE  
0,UB2,0,TLR5  
0  
0  
0  
0  
  
UB2  
Beta(UB)  
"The colours of our rooms spoke of ocean, wave-kissed land and rock.  
Yet they sang of movement of the water, its sound and aroma.  
They kept alive the kind of memories that keep me well anchored."  
----  
FALSE  
0,UB3,0,UB1  
0  
0  
0  
0  
  
UB3  
Charlie(UB)  
“No man truly knows what he is made of until he goes up and slaps the dragon.”  
----  
FALSE  
0,0,UB4,UB2  
11  
P6  
UB1  
UB4  
  
UB4  
Delta(UB)  
“The trident of Neptune is the sceptre of the world”  
----  
FALSE  
UB3,0,0,UB5  
0  
P7  
0  
UB5  
  
UB5  
Echo(UB)  
A strange screech echo across the hallway, what could it be...  
----  
FALSE  
0,UB4,0,UB1  
12  
0  
UB2  
0

Items.txt has data like Category,ITemID,ItemName,ItemDescription,Damage/health Effect,isEquipped/Consumed. Category is the type of the item either equippable or consumable. The first line is the format of the file.

Category,ITemID,ItemName,ItemDescription,Damage/health Effect,isEquipped/Consumed,isAvailable,isUsed  
  
usable  
1  
Smooth Stone  
A smooth stone that looks like it would fit in the indentation of the northern wall.  
0  
false  
true  
false  
  
equippable  
2  
Club  
A rotted wooden club, probably only good for one hit.  
10  
false  
true  
false  
  
usable  
3  
Health Potion  
A small phial of red liquid that has healing properties.  
20  
false  
false  
false  
  
equippable  
4  
Rusty Dagger  
A dull blade that has seen better days. Equip +10 Attack  
10  
false  
false  
false  
  
equippable  
5  
Pelt  
Wolf pelt, thick enough to defend against light blows.  
10  
false  
false  
false  
  
usable  
6  
Treant Heart  
The last remnant of a living tree, the rest having withered to dust the moment it was slain.  
0  
false  
false  
false  
  
usable  
7  
Humming Flower  
A beautiful flower emitting an audible hum. Could it be magical?  
0  
false  
true  
false  
  
usable  
8  
Wooden Medal  
An intricately carved wooden medallion.  
0  
false  
true  
false  
  
equippable  
9  
Sword  
A sword not of the highest quality but durable enough to be useful in the journey.  
15  
false  
false  
false  
  
usable  
10  
Final Key 3  
A key dropped by the Knight of the Tower. It is one of the three keys needed to escape the castle.  
0  
false  
false  
false  
  
usable  
11  
The Trident of Kappa  
A weapon/artifact of ocean-associated powers.  
20  
false  
false  
false  
  
usable  
12  
Key 2  
One of the few key needed to unlock the final boss.  
0  
false  
false  
false  
  
usable  
13  
Golden Cup  
A golden cup that seems like there is a type of drink inside.  
10  
false  
true  
false  
  
usable  
14  
Cooked Chicken  
A tasty looking chicken. A little burnt on the leg, but otherwise very gourmet.  
10  
false  
false  
false  
  
usable  
15  
Spell book  
A book full of magical spells and recipes for potions.  
0  
false  
true  
false  
  
usable  
16  
Key 1  
A key dropped by the witch of the swamp. One of the four keys needed to escape the castle.  
0  
false  
false  
false

Puzzles.txt has the data like PuzzleID,PuzzleName,PuzzleDescription,Solution,NumberOfAttempts,isSolved. The first line is the format of the file.

PuzzleID, PuzzleName, Description,----,solvedDescription,\*\*\*\*,requiredItem,requiredString,NoOfAttempts,isSolved  
  
P1  
Tutorial Wall  
A smooth granite wall with a small circular indentation, maybe there is something nearby that might fit?  
----  
The wall slides open, revealing a passage to the North.  
\*\*\*\*  
1  
0  
3  
false  
  
P2  
Runed Gate  
A Gigantic Tree that has been split in two, shaped into a gate.  
Runes cover the entire surface of the gate, powered by an unknown energy.  
----  
The gate creaks open, and the magical barrier fades away.  
\*\*\*\*  
6,7  
0  
3  
false  
  
P3  
List of Words  
The Knight in the next room does not let anyone enter unless they know the keyword.  
----  
Solved!  
\*\*\*\*  
0  
password  
3  
false  
  
P5  
Final Puzzle  
You can see the large silver doors leading towards the exit.  
The door and the four keyholes are all that holds you in this prison  
----  
The collected items glow and the path is opened.  
\*\*\*\*  
10,12,16  
0  
3  
false  
  
P6  
The legend of Kappa  
After defeating Kappa, its weapons drops beneath the monster,  
shine a light through the door to the next room  
----  
Solved!  
\*\*\*\*  
0  
the trident of kappa  
3  
false  
  
P7  
Kekkai’s mystery  
A series of strange letters appears on the wall, near the door the next room,  
and there’s an empty space in the middle of the letters...  
----  
Solved!  
\*\*\*\*  
11  
0  
3  
false  
  
P8  
Seal of Binding  
There seems to be a seal locking the chest from outsiders. Maybe if we insider knowledge...  
----  
The seal vanishes and the chest can be opened now.  
\*\*\*\*  
15  
0  
3  
false  
  
P9  
Riddle Of Aqua  
A vessel have I, that is round as a pear, moist in the middle,  
surrounded with hair; and often it happens, that water flows there.  
----  
Solved!  
\*\*\*\*  
0  
eye  
3  
false

Monsters.txt has data like MonsterID,MonsterName,MonsterDescription, DefeatedDescription,currentHP,dealDamage,droppedItem,isDefeated. The first line is the format of the file.

MonsterID,MonsterName,MonsterDescription,----,DefeatedDescription,\*\*\*\*,currentHP,dealDamage,droppedItem,isDefeated  
  
TLM1  
Drowsy Guard  
A sleeping man, guarding the front door.  
----  
You defeated the Drowsy Guard, you can go forward.  
\*\*\*\*  
1  
1  
3  
false  
  
TLM2  
Shady Merchant  
A frail looking merchant, most of his ware look useless, with the exception of a Rusty Dagger.  
----  
The man falls to the ground, you take his only useful possession.  
\*\*\*\*  
1  
1  
4  
false  
  
TM2  
Knight  
An elite Knight, guarding the vault.  
----  
You defeated the Knight, now all the treasures are yours for the taking!!!.  
\*\*\*\*  
150  
25  
10  
false  
  
TM3  
Grunt  
A very basic looking enemy. From the way he holds his sword you can tell he is newly recruited.  
----  
The grunt drops his sword and staggers to the ground mumbling "This job wasn't worth the pay."  
\*\*\*\*  
45  
10  
9  
false  
  
WM1  
Wolf  
The wolf appears malnourished, and can probably be easily slain.  
----  
The wolf goes down without much of a fight, its pelt may prove useful in the adventure to come.  
\*\*\*\*  
30  
10  
5  
false  
  
WM2  
Treant  
The lumbering giant appears slow and sturdy. Will not go down without a fight.  
----  
The treant withers as it dies, leaving only a glowing knot of wood.  
\*\*\*\*  
50  
15  
6  
false  
  
UB1  
Kappa  
A small, green goblin-like creature, low health, but very high damage.  
----  
Very slow attack rate, could be defeated easily with most weapon in 1-2 attacks.  
\*\*\*\*  
25  
50  
11  
false  
  
UB2  
Kekkai  
A doll-like creature, very small, low damage but extremely tanky  
----  
Kekkai dies slowly and miserably and drops a key  
\*\*\*\*  
10  
5  
12  
false  
  
SM1  
Goblin  
A sneaky little troll looking for some loot to grab off adventurers. Watch your pouch-es!  
----  
Your pockets are now carefree knowing they will not be pick-pocketed today.  
\*\*\*\*  
30  
10  
14  
false  
  
SM2  
Witch  
Living in a hut with her black cat of misfortune, the witch goes looking for intruders in her swamp to use for the next stew dinner  
----  
You can be excited for dinner now that you know it will not be you!  
\*\*\*\*  
80  
30  
16  
false

Commands

|  |  |
| --- | --- |
| Typed command(in quotes) | Direction it will travel |
| “N”,”n”,”north”, “North”,or ”NORTH”,up | North |
| “E”,”e”,”east” , “East”, or “EAST”,right | East |
| “S”,”s”,”south” , “South”, or “SOUTH”,down | South |
| “W”,”w”,”west” , “West”or “WEST”,left | West |

|  |  |
| --- | --- |
| Commands ( all commands are case insensitive) | Action performed |
| Help | Displays help |
| Quit | Executes quit routine |
| Restart | Executes restart routine |
| Menu | Displays menu |
| Inventory | Displays inventory |
| Explore | Displays the content of the room, puzzles, items and monsters |
| Attack | Executes battle between player and monster |
| Ignore monster  Ignore puzzle | Leaves the combat mode  Leaves the puzzle |
| Pickup <itemName> | The player picks up the item |
| Inspect <itemName> | The description of the item is displayed |
| Drop <ItemName> | The player drops the item. |
| Equip <itemName> | The player is equipped with the item. |
| Unequip <itemName> | The item is unequipped from the player. |
| Examine monster  Examine puzzle | The description of the monster is displayed.  The description of the puzzle is displayed. |
| Display HP | Displays the Health point of the player anytime. |
| Solve puzzle | The puzzle is displayed so that the player can solve the puzzle. |
| Save | Saves the game. |
| Load | Loads the previously saved game. |

**Commands.txt**

commandName, commandType  
n,1  
north,1  
up,1  
e,1  
east,1  
right,1  
s,1  
south,1  
down,1  
w,1  
west,1  
left,1  
h,2  
help,2  
q,3  
quit,3  
r,4  
restart,4  
m,5  
menu,5  
in,6  
inventory,6  
ex,7  
explore,7  
search,7  
at,8  
attack,8  
ig,9  
ignore,9  
p,10  
pickup,10  
i,11  
inspect,11  
d,12  
drop,12  
eq,13  
equip,13  
uneq,14  
unequip,14  
he,15  
heal,15  
exa,16  
examine,16  
dis,17  
display,17  
so,18  
solve,18  
sa,19  
save,19  
lo,20  
load,20

Different game scenarios:

At the starting of the game, the contents of the Room.txt data file will be displayed on the console for the player to review the different rooms and the directions the player can travel. The contents are room number, name of the room, small description and navigation table,the items, and the puzzle. The navigation table is organized as North,East,South,West.

Text

Description automatically generated

After the room data is displayed , the game logo and main menu is displayed.

After that the Room number 1 is displayed. That means the player is at room 1 the Dark Room

Text

Description automatically generated

Text

Description automatically generated

When the player enters the direction, the player will move to the room in that direction if possible. Otherwise “You can’t go in that direction” message is displayed.

If the room is already visited, it is tracked by the game.

Text

Description automatically generated

At any point in game “Help” command can be entered displaying valid directions to go.

Text

Description automatically generated

Text

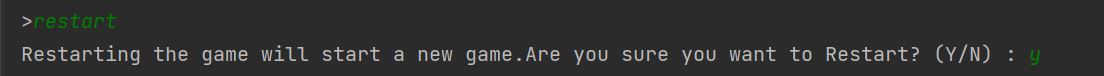
Description automatically generated

At any point in game, main menu is displayed by entering “Menu” or “m” command

Text

Description automatically generated

At any point in game. The game can be restarted by entering “restart” or “r” command.



Text

Description automatically generated

At any point in game, the player can quit the game by entering “Quit” or”q” command. The game asks whether the player want to quit,if the player enters “Yes” or “y” the game quits. if the answer is not “yes” or “y” the game continues.

Text

Description automatically generated

The player can get details of the current room by entering “explore” or “ex”.After exploring the room the player can pick up an item or try to solve the puzzle by entering “solve puzzle”.

A picture containing text

Description automatically generated

The player can interact with the puzzles with command like “examine puzzle”, “ignore puzzle”,”solve puzzle” . The number of attempts are tracked in the game. If the puzzle is solved correctly, when the player returns to the room , the puzzle is not showed again.

Text

Description automatically generated

The player can interact with items in a room by entering “pickup <itemName>”, “drop <itemName>”, “inspect <itemName>”. Also the player can check the inventory by entering “inventory”. The player can drop the item in any other room and the item will be available in that room to pickup later.

Text

Description automatically generated

Text

Description automatically generated

The player always initiates the attack of the monster and it is done by “attack” command.

Then the player attacks for predetermined deal damage then the monster attack for predetermined deal damage. The corresponding deal damage is subtracted from each of them. When somebody’s health point becomes less than zero that character looses. If the player looses the game over routine is executed by that the player can quit the game or restart the game. During the battle the player can equip , unequip, pickup, drop, heal items, but can’t navigate to other rooms unless the player leaves the combat mode by entering “ignore monster”.

Text

Description automatically generated

Text

Description automatically generated

Text

Description automatically generated

Enjoy!!!!!!!