**The Haunted Mansion Game (mini game 3) Documentation**

You were traveling through a countryside and somehow you landed inside a haunted mansion. Your goal is to use weapons, defeat monsters, collect treasures, and escape from the Mansion.

Game Map

|  |  |  |
| --- | --- | --- |
| 1.Dimly-lit Hall | 2.Messy Visitor’s Room | 3.Nasty Kitchen |
| 4.Cellar | 5.Mysterious Central Hall | 6.Cold Dining Room |
| 7.Secret Vault | 8.Dark Entertainment Room | 9.Dusty Master Bedroom |

items :

puzzles :

monsters :

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,RoomDescription,isVisited,[N,E,S,W],ItemID,PuzzleID,MonsterID  
1  
Dimly-lit Hall  
There is a Drowsy guard guarding the front entrance.  
----  
FALSE  
0,2,0,0  
0  
0  
1  
  
2  
Messy Visitor's Room  
A room from which visitors flee with their life.  
----  
FALSE  
0,0,5,1  
1  
0  
0  
  
3  
Nasty Kitchen  
Ancient kitchen in ruins.  
----  
FALSE  
0,0,6,0  
2  
0  
2  
  
4  
Cellar  
Piles of dusty antiques are abandoned here.  
----  
false  
0,5,7,0  
0  
1  
0  
  
5  
Mysterious Central Hall  
Array of Shelves are full of memorabilia.  
----  
false  
2,6,8,4  
3  
0  
0  
  
6  
Cold Dining Room  
Scary room full of broken dinner plates and glasses.  
----  
false  
3,0,0,5  
0  
3  
0  
  
7  
Secret Vault  
Looking for treasure...  
you are at the right place...  
----  
false  
4,0,0,0  
0  
0  
3  
  
8  
Dark Entertainment Room  
Ready for a haunted movie or some scary music?  
----  
false  
5,9,0,0  
0  
2  
0  
  
9  
Dusty Bedroom  
An abandoned room which was a luxurious bedroom.  
----  
false  
0,0,0,8  
4  
0  
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  
equippable  
1  
CLUB  
Good for hitting one time.  
15  
false  
  
consumable  
2  
LUNCH SACK  
A lunch containing Grilled cheese sandwich.  
20  
false  
  
equippable  
3  
SWORD  
A sharp shinning sword.  
50  
false  
  
consumable  
4  
HEALTH POTION  
A small phial of red liquid that has healing properties.  
30  
false

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

PuzzleID,PuzzleName,PuzzleDescription,Solution,NumberOfAttempts,isSolved  
1  
Funny Puzzle  
What is full of holes but still holds water?  
sponge  
3  
false  
  
2  
Fun Puzzle  
I fly when I am born, I lay when I am alive, and I run when I die. Who am I?  
snowflake  
5  
false  
  
3  
Sleep Puzzle  
What is so fragile that saying its name breaks it?  
silence  
3  
false

Commands

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

**Commands.txt**

commandName, commandType //A file simplifying the processing of commands using switch statement depending on commandType  
n,1  
north,1  
e,1  
east,1  
s,1  
south,1  
w,1  
west,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  
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

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.

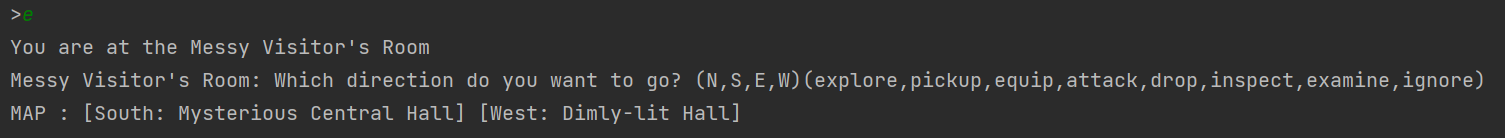
After that the Room number 1 is displayed. That means the player is at room 1 the Dimly-lit Hall.

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.



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

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”.

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

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!!!!!!!