RUINS ESCAPADE

Description

Ruins Escapade is a simple Dungeon Crawler game. In the game the player controls a warrior who has just defeated an evil sorcerer. The player must find a way back home and warn the kingdom of the evil to come. The player must find all the keys to advance to the next level solving any puzzles along the way. Currently, the game has only one level.

The game uses an external library – SDL v2.0.5. The game has simple graphics and uses keyboard input to communicate with the character, and the console window for displaying hints and other important information.

How to Play

Firstly, if the program is not compiling properly, please make sure you have installed and linked the necessary libraries. Refer *Getting the Game to Work* for instructions for the same. Refer the same document to prevent other compile and run-time errors.

The game currently has only one level/map for you to play. Your goal in this level (and all levels to come) is to find all the keys placed in that level, locate the door and exit.

Controls

Key	Control
F1 / H	Display the Help Document in the console window
Arrow Keys	Move character around the map
Enter / Return	If next to the door, attempts to open door. Otherwise, displays the number of keys left to find
Space Bar	Pick up Key
Escape / Q	Quit game

Items in Game

Beowulf

The Key

The Door