

# Game Manual

## 1.About

This is a simple console game, of a player trying to run for his life and get out of the monster full dungeons he found himself in.

It is a project for our C++ study unit in Master 1.

Please enjoy our little game.

## 2.How To Create and Execute

This piece of software allows you to either create games with their boards using the game creator mode which accessed by executing the **gc** program, or play and test the games and the boards already created using the game player mode which accessed by executing the **gp** program.

### a. Create a Board

To create a board:

- i. Open a terminal
- ii. Navigate to the location of the **gc** program
- iii. Write and execute this command: `./gc <Board name>.board`, if the board already exists, you can choose between canceling the creation or deleting the existing board and creating another one (You can create multiple boards with one command if you specify multiple: `<Board name>.board`).
- iv. Enter a board width bigger than 3
- v. Enter a board height also bigger than 3

A list of elements that you can add to the board will show up. To add an element to the board:

- i. Enter the number id of the element
- ii. Enter the X coordinate of the selected element
- iii. Enter the Y coordinate of the selected element

If the element you selected is a Diam you need to specify the position of the Diam and the position of the Teupor associated to that Diam, so that when a player collide with that Diam, the associated Teupor will open.

To create the board and save it, at element selection:

- i. Enter the number id: 0
- ii. Enter the players starting X coordinate
- iii. Enter the players starting Y coordinate

Done, and the board is created, you will find it in the Boards folder

If you want to modify the board, open its file and modify it than save, you can only modify the values of the attributes. If you modify the attributes or their order the board will crash.

## **b. Create a Game**

To create a game:

- i. Open a terminal
- ii. Navigate to the location of the **gc** program
- iii. Write and execute this command:  
`./gc <Game name>.game <Board name>.board [... <Board name>.board]`
- iv. If a specified board does not exist, it will be created following the steps stated above starting from the fourth step for each board

Done, and the game is created, you will find it in the Games folder, and if any board is created with it you will find it in the boards folder

If you want to modify the game; open its file and modify it than save, same as the boards you can only modify the values of the attributes. If you modify the attributes or their order the game will crash.

## **c. Play or test a Board**

To playtest a board, all you have to do is:

- i. Open a terminal
- ii. Navigate to the location of the **gp** program
- iii. Write and execute this command: `./gp <Board name>.board`
- iv. Enter your name
- v. If there is already a save file for the board, you can either choose to continue playing from the save by entering 'C' or 'c', or delete the save and start again by entering any other character

## **d. Play a game**

To playtest a game, all you have to do is:

- i. Open a terminal
- ii. Navigate to the location of the **gp** program
- iii. Write and execute this command: `./gp <Game name>.game`
- iv. Enter your name
- v. If there is already a save file for the game, you can either choose to continue playing from the save by entering 'C' or 'c', or delete the save and start again by entering any other character

### **3.How To Play The Game**

To win this game, the player has to use the ports in each board to get out and go to the next board, if the player gets to the final board and use its port, the player wins the game.

The game contains many board elements aside from the player:

1. **Reumu:** prevents the player or the monsters from moving past it.
2. **Diam:** if a player collides with it, it open the Teupor associated with it.
3. **Teupor:** if a player collides with it, it takes the player to the next board, or the player wins the game if it's the last board.
4. **Geurchar:** if a player collides with it, it gives the player a teleportation for one of these teleportations:
  - a. **Random Teleportation:** teleport to a random empty position in the board
  - b. **Axe Teleportation:** teleport to a random empty position in the boards diagonals
  - c. **Place Teleportation:** teleport to a random empty position in the boards that is in the same line or column with the players position
  - d. **Smart Teleportation:** allows the player to teleport to a specific empty position in the board, specified by the player
5. **Streumon:** monsters that tries to eat the player if they collide with player, the player loses the game. There are four types:
  - a. **SStreumon:** moves randomly in the board
  - b. **PStreumon:** can only move vertically or horizontally only from its position
  - c. **XStreumon:** can only move on the boards diagonals
  - d. **IStreumon:** a smart monster that moves freely in the board, and follows the player

The game allows the player to move, teleport and save the game. Here are the game keybindings to know how to do that:

- a. **A or a:** move to the up left position
- b. **Z or z:** move to the up position
- c. **E or e:** move to the up right position
- d. **Q or q:** move to the left position
- e. **S or s:** move to the down position
- f. **D or d:** move to the right position
- g. **W or w:** move to the down left position

- h. **C or c**: move to the down right position
- i. **T or t**: activate teleportation mode
- j. **DEL**: exit the game

## 1. How To Teleport

- i. Click on 't' or 'T' in the keyboard
- ii. If there are teleportations available, they will be displayed with a number id before every teleportation available, and the number of teleportations available after each teleportation
- iii. Enter '0' to cancel and continue playing, or enter the number id of the teleportation you want to use
- iv. If the teleportation selected is a **Smart Teleportation**, then enter the X and Y coordinates of the position you want to teleport to

## 2. How To Save Game/Board

- i. Click on 'DEL' button on the keyboard
- ii. Enter 'Y' or 'y' to save game/board, or enter any other character to not save