

# bonus设计报告

## Castle Game:

某天，你接到国王的请求，让你去营救困在古老城堡中的公主。你历尽千辛万苦终于进入了古堡内，却发现，真正的冒险才刚刚开始....

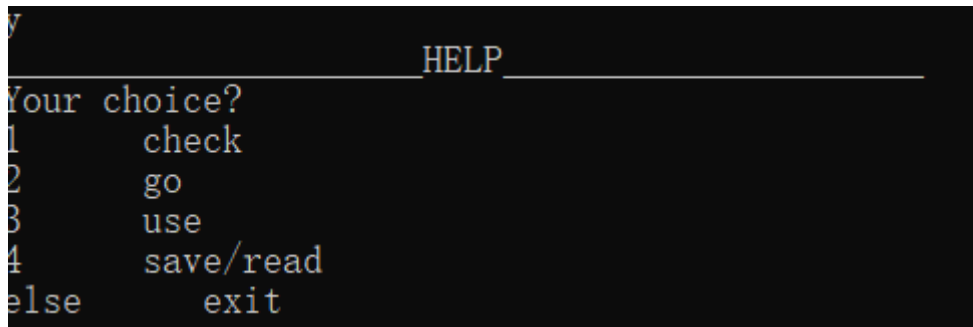
## Project 要求

本个project希望你完成一个小型的文字RPG游戏，游戏的主线是探索古堡的各个房间，搜寻公主，同时避开古堡内的怪兽，最终将公主救出。以下为基本要求：

1. 游戏需要你设计合法的命令，如 check go help 等等，你需要将所有的命令列在help中以供查询。基本命令包括 check（显示人物状态以及背包状态），go（进入下一个房间），help（调出help信息）use（使用背包内存在的道具）。
2. 古堡内有许多种房间，进入每种房间会触发相应的事件，每进入一个房间都会显示出当前房间可以通往的方向，如 west up。例如进入Dungeon 会遭遇小怪发生战斗，进入storeroom 可能会获得道具等等。至少设计四种七个以上房间并设计房间之间的通路。
3. 人物存在状态，至少包括HP，装备信息
4. 公主与Boss随机且安放在除了lobby以外的不同房间。
5. 游戏从lobby 开始，胜利条件是找到公主并安全带回lobby。

## 要求实现：

### 1、help命令



进入help界面之后有五个选项，check、go、use、save/read和exit，选择check可以查看人物当前状态，go则进入房间通道选择页面，use使用工具，save/read存档读档。

### 2、古堡内的房间

古堡内有7种房间dabaojianroom、princessroom、nothingroom、poisonroom、Dungeonroom、armshop、goldroom，其中Dungeonroom有三种模式,4个房间，没有最难，只有更难，需要战胜很多怪物才能获胜。dabaojianroom比较友好，卖的是大保健产品，其中肾宝可以减少疲劳度，经验果增加经验。princessroom里面关着公主，nothingroom里面啥都没有，poisonroom是毒气室，进去疲劳度翻倍，armshop贩卖武器，goldroom获得1000金币。

### 3、人物存在状态，至少包括HP，装备信息

通过check可以看到人物状态：

```
Personal information
TIRE: 410
LV:1    HP:220    MP:22    Exp:20    Gold:2000
Ablity: 1.Slam :5    2.Bloodsucking: Depending on the boss    3.Starburst:20
Personal Bag
肾宝:1    经验果:0
Welcome to the room of Floor1 NO.1
```

break;

case 5:

nothingroom();

break;

case 6:

Dungeonroom(2);

break;

case 7:

poisonroom();

break;

case 8:

Dungeonroom(3);

break;

case 9:

armshop();

break;

case 10:

goldroom();

4、公主与Boss随机且安放在除了lobby以外的不同房间。

房间乱序依靠random实现：

```
srand((unsigned)time(0));

for (i = 0; i < 10; i++)
{
    typ[i] = rand() % 10 + 1;

    do
    {
        k = 0;
        for (j = 0; j < i; j++)
        {
            if (typ[i] == typ[j])
            {
                typ[i] = rand() % 10 + 1;
                k = 1;
            }
        }
    }
}
```

```

    }
    } while (k != 0);

    //printf("%d\n",typ[i]);
    room[i].type = typ[i];
}

```

5、游戏从lobby开始，胜利条件是找到公主并安全带回lobby。

```

Congratulations! You found the princess, please bring her back to the LOBBY now.
Do you want to get back to the lobby?(Y/N)
y
You have successfully rescued the princess!

```

## 游戏功能示例：

```

Are you ready?
1   Begin
2   Background
3   Check
4   Save data (please store the game for the first time and then play it)
2//选择2，背景介绍
One day, you received a request from the king to rescue the princess trapped in
the old castle.
After all your hard work,you finally entered the castle, only to discover that
the real adventure
has just begun....Are you ready? //好吧这就是bonus背景
1   Begin
2   Background
3   Check
4   Save data (please store the game for the first time and then play it)
4//选择4，存读档
Do you want to read or store?
1   Read
2   Store
3   Exit
1//读档
Welcome to the room of Floor1 NO.1//房间位置
You have found 1000 gold.//得到金币
Do you want to get back to the lobby?(Y/N)//因为是一楼，可以回到大厅，其他楼层不行
y
Welcome back to the first floor of the lobby, warrior!
Please choose a number of room://在大厅可以选择进入一楼四个房间
1
2
3
4
5   Exit
5//退出大厅
You have exited.
Are you ready?
1   Begin
2   Background
3   Check
4   Save data (please store the game for the first time and then play it)
3//查看我现在的状态
_____Personal information_____
TIRE: 0

```

LV:1    HP:300    MP:20    Exp:0    Gold:5000  
Ability: 1.Slam :5    2.Bloodsucking: Depending on the boss    3.Starburst:20

Personal Bag

肾宝:0    经验果:0

Are you ready?

- 1    Begin
- 2    Background
- 3    Check
- 4    Save data (please store the game for the first time and then play it)

1//开始游戏

Welcome back to the first floor of the lobby, warrior!

Please choose a number of room:

- 1
- 2
- 3
- 4
- 5    Exit

1

Welcome to the room of Floor1 NO.1//进入房间

You have found 1000 gold.

Do you want to get back to the lobby?(Y/N)//不想回到大厅

n

Do you want to get help?(Y/N)//不需要帮助

n

Your choice?//选择移动方向

1.left 2.right 3.upstairs 4.downstairs

You are in room of Floor1 NO.1

MAP//地图，未被探索的全是XXXXroom，去过了就

显示名称

XXXXroom  
XXXXroom XXXXroom  
XXXXroom XXXXroom XXXXroom  
goldroom nothingroom XXXXroom XXXXroom

2

Welcome to the room of Floor1 NO.2//空房间

There is nothing in this room.

Do you want to get back to the lobby?(Y/N)

n

Do you want to get help?(Y/N)

n

Your choice?

1.left 2.right 3.upstairs 4.downstairs

You are in room of Floor1 NO.2

MAP

XXXXroom  
XXXXroom XXXXroom  
XXXXroom XXXXroom XXXXroom  
goldroom nothingroom XXXXroom XXXXroom

2

Welcome to the room of Floor1 NO.3

Hello warrior, welcome to the weapons store//武器商店

What do you need?

- 1    Short sword (injury + 10) 500golids
- 2    Long sword (injury + 30) 2000golids
- 3    Exit weapons shop

Your gold: 6000

2//我买了长剑

You bought a long sword, the injury is increased by 30, and the repeated purchase is invalid.

Hello warrior, welcome to the weapons store

What do you need?

1 Short sword (injury + 10) 500golds

2 Long sword (injury + 30) 2000golds

3 Exit weapons shop

Your gold: 4000

1//又买了一把短剑，好了我战斗力爆棚了

You bought a short sword, the injury is increased by 10, and the repeated purchase is invalid.

Hello warrior, welcome to the weapons store

What do you need?

1 Short sword (injury + 10) 500golds

2 Long sword (injury + 30) 2000golds

3 Exit weapons shop

Your gold: 3500

3//退出商店

Come back next time.

Do you want to get back to the lobby?(Y/N)

n//不回大厅

Do you want to get help?(Y/N)

n//不要帮助

Your choice?

1.left 2.right 3.upstairs 4.downstairs

You are in room of Floor1 NO.3

MAP

XXXXroom

XXXXroom XXXXroom

XXXXroom XXXXroom XXXXroom

goldroom nothingroom armshop XXXXroom

3//我上楼了

Welcome to the room of Floor2 NO.3

Congratulations! You found the princess, please bring her back to the LOBBY now.//找到公主了!

Do you want to get help?(Y/N)

n

Your choice?

1.left 2.right 3.upstairs 4.downstairs

You are in room of Floor2 NO.3//我要带着公主踏遍山山水水，把这些房间都走一遍!

MAP

XXXXroom

XXXXroom XXXXroom

XXXXroom XXXXroom princessroom

goldroom nothingroom armshop XXXXroom

1

Welcome to the room of Floor2 NO.2

Slime is coming!//遇到史莱姆了! 别怕，公主，我保护你!

-----Your state-----

MP:20

HP:300

Tire:0

LV:1

EXP:0

SKILL:

1.Slam:45

2.Bloodsucking:depending on the boss

3.Starburst:20

-----Boss's state-----

HP:100

Choose your skill:

1.Slam (45 injury, MP+1)

2.Bloodsucking (8 percent injury of boss's HP, MP-3)

3.Starburst (20 injury, MP-5)

1

You use skill slam to deal 44 injury to boss, restore 1 MP

Boss hit you, your HP has reduced 18 points

-----Your state-----

MP:21

HP:282

Tire:10

LV:1

EXP:0

SKILL:

1.Slam:44

2.Bloodsucking:depending on the boss

3.Starburst:19

-----Boss's state-----

HP:55

Choose your skill:

1.Slam (44 injury, MP+1)

2.Bloodsucking (8 percent injury of boss's HP, MP-3)

3.Starburst (19 injury, MP-5)

1

You use skill slam to deal 44 injury to boss, restore 1 MP

Boss becomes violent.Boss uses crazy chaos, your HP reduces 25 points.

-----Your state-----

MP:22

HP:257

Tire:20

LV:1

EXP:0

SKILL:

1.Slam:44

2.Bloodsucking:depending on the boss

3.Starburst:19

-----Boss's state-----

HP:10

-----

Choose your skill:

- 1.Slam (44 injury, MP+1)
- 2.Bloodsucking (8 percent injury of boss's HP, MP-3)
- 3.Starburst (19 injury, MP-5)

1

You use skill slam to deal 44 injury to boss, restore 1 MP

You have killed BOSS, congratulations!//打败史莱姆

You gain 20exp, 50 goldsYour exp is 20//得到经验和金钱

Do you want to get help?(Y/N)

n

Your choice?

- 1.left 2.right 3.upstairs 4.downstairs

You are in room of Floor2 NO.2

MAP

XXXXroom

XXXXroom XXXXroom

XXXXroom Dungeonroom princessroom

goldroom nothingroom armshop XXXXroom

1

welcome to the room of Floor2 NO.1//又是一个地下城

Slime is coming!//又是史莱姆? ? ?

-----Your state-----

MP:22

HP:220

Tire:30

LV:1

EXP:20

SKILL:

1.Slam:44

2.Bloodsucking:depending on the boss

3.Starburst:19

-----Boss's state-----

HP:100

-----

Choose your skill:

- 1.Slam (44 injury, MP+1)
- 2.Bloodsucking (8 percent injury of boss's HP, MP-3)
- 3.Starburst (19 injury, MP-5)

1

You use skill slam to deal 44 injury to boss, restore 1 MP

Boss hit you, your HP has reduced 17 points

-----Your state-----

MP:23

HP:203

Tire:40

LV:1

EXP:20

SKILL:

1.Slam:44

2.Bloodsucking:depending on the boss

3.Starburst:19

-----Boss's state-----

HP:55

Choose your skill:

1.Slam (44 injury, MP+1)

2.Bloodsucking (8 percent injury of boss's HP, MP-3)

3.Starburst (19 injury, MP-5)

1

You use skill slam to deal 44 injury to boss, restore 1 MP

Boss becomes violent.Boss uses crazy chaos, your HP reduces 25 points.

-----Your state-----

MP:24

HP:178

Tire:50

LV:1

EXP:20

SKILL:

1.Slam:44

2.Bloodsucking:depending on the boss

3.Starburst:19

-----Boss's state-----

HP:10

Choose your skill:

1.Slam (44 injury, MP+1)

2.Bloodsucking (8 percent injury of boss's HP, MP-3)

3.Starburst (19 injury, MP-5)

1

You use skill slam to deal 44 injury to boss, restore 1 MP//呵呵，史莱姆渣渣

You have killed BOSS, congratulations!

You gain 20ex, 50 goldsYour exp is 40

Goblin is coming!//emm来了个300点血的哥布林!

-----Your state-----

MP:25

HP:178

Tire:60

LV:1

EXP:40

SKILL:

1.Slam:44

2.Bloodsucking:depending on the boss

3.Starburst:19

-----Boss's state-----

HP:300



Choose your skill:

- 1.Slam (44 injury, MP+1)
- 2.Bloodsucking (8 percent injury of boss's HP, MP-3)
- 3.Starburst (19 injury, MP-5)

1

You use skill slam to deal 44 injury to boss, restore 1 MP

Boss hit you, your HP has reduced 16 points

-----Your state-----

MP:26

HP:162

Tire:70

LV:1

EXP:40

SKILL:

1.Slam:44

2.Bloodsucking:depending on the boss

3.Starburst:19

-----Boss's state-----

HP:255

Choose your skill:

- 1.Slam (44 injury, MP+1)
- 2.Bloodsucking (8 percent injury of boss's HP, MP-3)
- 3.Starburst (19 injury, MP-5)

1

You use skill slam to deal 44 injury to boss, restore 1 MP

Boss hit you, your HP has reduced 16 points

-----Your state-----

MP:27

HP:146

Tire:80

LV:1

EXP:40

SKILL:

1.Slam:44

2.Bloodsucking:depending on the boss

3.Starburst:19

-----Boss's state-----

HP:210

Choose your skill:

- 1.Slam (44 injury, MP+1)
- 2.Bloodsucking (8 percent injury of boss's HP, MP-3)
- 3.Starburst (19 injury, MP-5)

1

You use skill slam to deal 44 injury to boss, restore 1 MP

Boss hit you, your HP has reduced 16 points

-----Your state-----

MP:28  
HP:130  
Tire:90  
LV:1  
EXP:40  
SKILL:  
1.Slam:44  
2.Bloodsucking:depending on the boss  
3.Starburst:19

-----Boss's state-----

HP:165

Choose your skill:

- 1.Slam (44 injury, MP+1)
- 2.Bloodsucking (8 percent injury of boss's HP, MP-3)
- 3.Starburst (19 injury, MP-5)

1

You use skill slam to deal 43 injury to boss, restore 1 MP

Boss hit you, your HP has reduced 16 points

-----Your state-----

MP:29  
HP:114  
Tire:100  
LV:1  
EXP:40  
SKILL:  
1.Slam:43  
2.Bloodsucking:depending on the boss  
3.Starburst:18

-----Boss's state-----

HP:121

Choose your skill:

- 1.Slam (43 injury, MP+1)
- 2.Bloodsucking (8 percent injury of boss's HP, MP-3)
- 3.Starburst (18 injury, MP-5)

1

You use skill slam to deal 43 injury to boss, restore 1 MP

Boss hit you, your HP has reduced 16 points

-----Your state-----

MP:30  
HP:98  
Tire:110  
LV:1  
EXP:40

SKILL:

1.Slam:43

2.Bloodsucking:depending on the boss

3.Starburst:18

-----Boss's state-----

HP:77

Choose your skill:

1.Slam (43 injury, MP+1)

2.Bloodsucking (8 percent injury of boss's HP, MP-3)

3.Starburst (18 injury, MP-5)

1

You use skill slam to deal 43 injury to boss, restore 1 MP

Boss hit you, your HP has reduced 15 points

-----Your state-----

MP:31

HP:83

Tire:120

LV:1

EXP:40

SKILL:

1.Slam:43

2.Bloodsucking:depending on the boss

3.Starburst:18

-----Boss's state-----

HP:33

Choose your skill:

1.Slam (43 injury, MP+1)

2.Bloodsucking (8 percent injury of boss's HP, MP-3)

3.Starburst (18 injury, MP-5)

1

You use skill slam to deal 43 injury to boss, restore 1 MP

You have killed BOSS, congratulations!//杀死哥布林了!

You gain 100ex, 200 golds//得到经验, 开心!

Your exp is 140

Upgraded, your level is 2, tire is cleared

Do you want to get help?(Y/N)

n

Your choice?

1.left 2.right 3.upstairs 4.downstairs

You are in room of Floor2 NO.1

\_\_\_\_MAP\_\_\_\_\_

XXXXroom

XXXXroom XXXXroom

Dungeonroom Dungeonroom princessroom

goldroom nothingroom armshop XXXXroom

Welcome to the room of Floor3 NO.1

You are poisoned and your tire has doubled.//我中毒了啊啊啊，疲劳度翻倍啊啊啊，疲劳度大于1000我就死了啊啊啊！

Do you want to get help?(Y/N)

n

Your choice?

1.left 2.right 3.upstairs 4.downstairs

You are in room of Floor3 NO.1

MAP

XXXXroom

poisonroom XXXXroom

Dungeonroom Dungeonroom princessroom

goldroom nothingroom armshop XXXXroom

2

Welcome to the room of Floor3 NO.2//来到大保健室

Hello warrior, welcome to the care room

What do you need?

1 肾宝(疲劳度减200) 50 golds

2 经验果(经验增加100) 100 golds

3 Exit

Your gold: 3800

1//那必须疯狂买肾宝啊

You have bought a 肾宝.

Hello warrior, welcome to the care room

What do you need?

1 肾宝(疲劳度减200) 50 golds

2 经验果(经验增加100) 100 golds

3 Exit

Your gold: 3750

1

You have bought a 肾宝.

Hello warrior, welcome to the care room

What do you need?

1 肾宝(疲劳度减200) 50 golds

2 经验果(经验增加100) 100 golds

3 Exit

Your gold: 3700

1

You have bought a 肾宝.

Hello warrior, welcome to the care room

What do you need?

1 肾宝(疲劳度减200) 50 golds

2 经验果(经验增加100) 100 golds

3 Exit

Your gold: 3650

2

You have bought a 经验果.

Hello warrior, welcome to the care room

What do you need?

1 肾宝(疲劳度减200) 50 golds

2 经验果(经验增加100) 100 golds

3 Exit

Your gold: 3550

2

You have bought a 经验果.

Hello warrior, welcome to the care room

What do you need?

1 肾宝(疲劳度减200) 50 golds  
2 经验果(经验增加100) 100 golds

3 Exit

Your gold: 3450

2

You have bought a 经验果.

Hello warrior, welcome to the care room

What do you need?

1 肾宝(疲劳度减200) 50 golds

2 经验果(经验增加100) 100 golds

3 Exit

Your gold: 3350

3

Come back next time.

Do you want to get help?(Y/N)

y//我终于需要帮助了

\_\_\_\_\_HELP\_\_\_\_\_

Your choice?

1 check

2 go

3 use

4 save/read

else exit

3//打开我的背包

What do you want to use?

1 肾宝\*3

2 经验果\*3

3 Exit

1

You have a great body care, the tire is reduced by 200, and the tire is now 0.//  
喝肾宝, 提神抗疲劳!

What do you want to use?

1 肾宝\*2

2 经验果\*3

3 Exit

2

You have a great heart care, the experience has increased by 100, and now the experience is 140

What do you want to use?

1 肾宝\*2

2 经验果\*2

3 Exit

2

You have a great heart care, the experience has increased by 100, and now the experience is 240

What do you want to use?

1 肾宝\*2

2 经验果\*1

3 Exit

2

You have a great heart care, the experience has increased by 100, and now the experience is 340

What do you want to use?

1 肾宝\*2

2 经验果\*0

3 Exit

2

No enough 经验果.what do you want to use?

- 1 肾宝\*2
- 2 经验果\*0
- 3 Exit
- 3

\_\_\_\_\_HELP\_\_\_\_\_

Your choice?

- 1 check
- 2 go
- 3 use
- 4 save/read
- else exit

2

Your choice?//接着冒险

- 1.left 2.right 3.upstairs 4.downstairs

You are in room of Floor3 NO.2

\_\_\_\_\_MAP\_\_\_\_\_

XXXXroom  
poisonroom dabaojianroom  
Dungeonroom Dungeonroom princessroom  
goldroom nothingroom armshop XXXXroom

1

Welcome to the room of Floor3 NO.1//通过毒气室去四楼

You are poisoned and your tire has doubled.

Do you want to get help?(Y/N)

n

Your choice?

- 1.left 2.right 3.upstairs 4.downstairs

You are in room of Floor3 NO.1

\_\_\_\_\_MAP\_\_\_\_\_

XXXXroom  
poisonroom dabaojianroom  
Dungeonroom Dungeonroom princessroom  
goldroom nothingroom armshop XXXXroom

3

Welcome to the room of Floor4 NO.1//万万没想到四楼又是地下城啊!

Slime is coming!//杀史莱姆

-----Your state-----

MP:24  
HP:240  
Tire:0  
LV:2  
EXP:340  
SKILL:  
1.Slam:48  
2.Bloodsucking:depending on the boss  
3.Starburst:30

-----Boss's state-----

HP:100

-----

Choose your skill:

- 1.Slam (48 injury, MP+1)

2.Bloodsucking (8 percent injury of boss's HP, MP-3)

3.Starburst (30 injury, MP-5)

1

You use skill slam to deal 47 injury to boss, restore 1 MP

Boss hit you, your HP has reduced 17 points

-----Your state-----

MP:25

HP:223

Tire:10

LV:2

EXP:340

SKILL:

1.Slam:47

2.Bloodsucking:depending on the boss

3.Starburst:29

-----Boss's state-----

HP:52

Choose your skill:

1.Slam (47 injury, MP+1)

2.Bloodsucking (8 percent injury of boss's HP, MP-3)

3.Starburst (29 injury, MP-5)

1

You use skill slam to deal 47 injury to boss, restore 1 MP

Boss becomes violent.Boss uses crazy chaos, your HP reduces 25 points.

-----Your state-----

MP:26

HP:198

Tire:20

LV:2

EXP:340

SKILL:

1.Slam:47

2.Bloodsucking:depending on the boss

3.Starburst:29

-----Boss's state-----

HP:4

Choose your skill:

1.Slam (47 injury, MP+1)

2.Bloodsucking (8 percent injury of boss's HP, MP-3)

3.Starburst (29 injury, MP-5)

1

You use skill slam to deal 47 injury to boss, restore 1 MP

You have killed BOSS, congratulations!

You gain 20ex, 50 goldsYour exp is 360

Slime is coming!//又一只史莱姆!

-----Your state-----

MP:27  
HP:198  
Tire:30  
LV:2  
EXP:360  
SKILL:  
1.Slam:47  
2.Bloodsucking:depending on the boss  
3.Starburst:29

-----Boss's state-----

HP:100

Choose your skill:

- 1.Slam (47 injury, MP+1)
- 2.Bloodsucking (8 percent injury of boss's HP, MP-3)
- 3.Starburst (29 injury, MP-5)

1

You use skill slam to deal 47 injury to boss, restore 1 MP

Boss hit you, your HP has reduced 16 points

-----Your state-----

MP:28  
HP:182  
Tire:40  
LV:2  
EXP:360  
SKILL:  
1.Slam:47  
2.Bloodsucking:depending on the boss  
3.Starburst:29

-----Boss's state-----

HP:52

Choose your skill:

- 1.Slam (47 injury, MP+1)
- 2.Bloodsucking (8 percent injury of boss's HP, MP-3)
- 3.Starburst (29 injury, MP-5)

1

You use skill slam to deal 47 injury to boss, restore 1 MP

Boss becomes violent.Boss uses crazy chaos, your HP reduces 25 points.

-----Your state-----

MP:29  
HP:157  
Tire:50  
LV:2  
EXP:360  
SKILL:  
1.Slam:47



2.Bloodsucking:depending on the boss

3.Starburst:29

-----Boss's state-----

HP:4

Choose your skill:

1.Slam (47 injury, MP+1)

2.Bloodsucking (8 percent injury of boss's HP, MP-3)

3.Starburst (29 injury, MP-5)

1

You use skill slam to deal 47 injury to boss, restore 1 MP

You have killed BOSS, congratulations!

You gain 20ex, 50 goldsYour exp is 380

Goblin is coming!//杀哥布林

-----Your state-----

MP:30

HP:157

Tire:60

LV:2

EXP:380

SKILL:

1.Slam:47

2.Bloodsucking:depending on the boss

3.Starburst:29

-----Boss's state-----

HP:300

Choose your skill:

1.Slam (47 injury, MP+1)

2.Bloodsucking (8 percent injury of boss's HP, MP-3)

3.Starburst (29 injury, MP-5)

1

You use skill slam to deal 47 injury to boss, restore 1 MP

Boss hit you, your HP has reduced 16 points

-----Your state-----

MP:31

HP:141

Tire:70

LV:2

EXP:380

SKILL:

1.Slam:47

2.Bloodsucking:depending on the boss

3.Starburst:29

-----Boss's state-----

HP:252

Choose your skill:

- 1.Slam (47 injury, MP+1)
- 2.Bloodsucking (8 percent injury of boss's HP, MP-3)
- 3.Starburst (29 injury, MP-5)

1

You use skill slam to deal 47 injury to boss, restore 1 MP

Boss hit you, your HP has reduced 16 points

-----Your state-----

MP:32

HP:125

Tire:80

LV:2

EXP:380

SKILL:

1.Slam:47

2.Bloodsucking:depending on the boss

3.Starburst:29

-----Boss's state-----

HP:204

Choose your skill:

- 1.Slam (47 injury, MP+1)
- 2.Bloodsucking (8 percent injury of boss's HP, MP-3)
- 3.Starburst (29 injury, MP-5)

1

You use skill slam to deal 47 injury to boss, restore 1 MP

Boss hit you, your HP has reduced 16 points

-----Your state-----

MP:33

HP:109

Tire:90

LV:2

EXP:380

SKILL:

1.Slam:47

2.Bloodsucking:depending on the boss

3.Starburst:29

-----Boss's state-----

HP:156

Choose your skill:

- 1.Slam (47 injury, MP+1)
- 2.Bloodsucking (8 percent injury of boss's HP, MP-3)
- 3.Starburst (29 injury, MP-5)

1

You use skill slam to deal 46 injury to boss, restore 1 MP

Boss hit you, your HP has reduced 16 points

-----Your state-----

MP:34

HP:93

Tire:100

LV:2

EXP:380

SKILL:

1.Slam:46

2.Bloodsucking:depending on the boss

3.Starburst:28

-----Boss's state-----

HP:109

Choose your skill:

1.Slam (46 injury, MP+1)

2.Bloodsucking (8 percent injury of boss's HP, MP-3)

3.Starburst (28 injury, MP-5)

1

You use skill slam to deal 46 injury to boss, restore 1 MP

Boss hit you, your HP has reduced 15 points

-----Your state-----

MP:35

HP:78

Tire:110

LV:2

EXP:380

SKILL:

1.Slam:46

2.Bloodsucking:depending on the boss

3.Starburst:28

-----Boss's state-----

HP:62

Choose your skill:

1.Slam (46 injury, MP+1)

2.Bloodsucking (8 percent injury of boss's HP, MP-3)

3.Starburst (28 injury, MP-5)

1

You use skill slam to deal 46 injury to boss, restore 1 MP

Boss becomes violent.Boss uses crazy chaos, your HP reduces 45 points.

-----Your state-----

MP:36

HP:33

Tire:120

LV:2

EXP:380

SKILL:

1.Slam:46

2.Bloodsucking:depending on the boss

3.Starburst:28

-----Boss's state-----

HP:15

Choose your skill:

1.Slam (46 injury, MP+1)

2.Bloodsucking (8 percent injury of boss's HP, MP-3)

3.Starburst (28 injury, MP-5)

1

You use skill slam to deal 46 injury to boss, restore 1 MP

You have killed BOSS, congratulations!

You gain 100ex, 200 golds//杀死哥布林

Your exp is 480

Monster is coming!//妈呀我引出了大boss!

-----Your state-----

MP:37

HP:33

Tire:130

LV:2

EXP:480

SKILL:

1.Slam:46

2.Bloodsucking:depending on the boss

3.Starburst:28

-----Boss's state-----

HP:800

Choose your skill:

1.Slam (46 injury, MP+1)

2.Bloodsucking (8 percent injury of boss's HP, MP-3)

3.Starburst (28 injury, MP-5)

1

You use skill slam to deal 46 injury to boss, restore 1 MP

Boss hit you, your HP has reduced 15 points

-----Your state-----

MP:38

HP:18

Tire:140

LV:2

EXP:480

SKILL:

1.Slam:46

2.Bloodsucking:depending on the boss

3.Starburst:28

-----Boss's state-----

HP:753

-----

Choose your skill:

- 1.Slam (46 injury, MP+1)
- 2.Bloodsucking (8 percent injury of boss's HP, MP-3)
- 3.Starburst (28 injury, MP-5)

1

You use skill slam to deal 46 injury to boss, restore 1 MP

Boss hit you, your HP has reduced 15 points

-----Your state-----

MP:39

HP:3

Tire:150

LV:2

EXP:480

SKILL:

- 1.Slam:46
- 2.Bloodsucking:depending on the boss
- 3.Starburst:28

-----Boss's state-----

HP:706

-----

Choose your skill:

- 1.Slam (46 injury, MP+1)
- 2.Bloodsucking (8 percent injury of boss's HP, MP-3)
- 3.Starburst (28 injury, MP-5)

1

You use skill slam to deal 46 injury to boss, restore 1 MP

Boss hit you, your HP has reduced 15 points

You have been killed and your tire has increased dramatically.//我被他杀了555!

You have been resurrected in place.//原地复活，是公主的爱救了我!

Your HP, MP have been recovered.

I feel sorry for you.

Upgraded, your level is 3, tire is cleared

Do you want to get help?(Y/N)

y

Do you want to get help?(Y/N)

y

\_\_\_\_\_HELP\_\_\_\_\_

Your choice?

- 1 check
- 2 go
- 3 use
- 4 save/read
- else exit

3

What do you want to use?

```
1 肾宝*2
2 经验果*0
3 Exit
1
You have a great body care, the tire is reduced by 200, and the tire is now 0.//
喝肾宝，提神抗疲劳！
What do you want to use?
1 肾宝*1
2 经验果*0
3 Exit
3
_____HELP_____
Your choice?
1      check
2      go
3      use
4      save/read
else    exit

2
Your choice?
1.1left 2.right 3.upstairs 4.downstairs
You are in room of Floor4 NO.1
_____MAP_____
Dungeonroom
poisonroom dabaojianroom
Dungeonroom Dungeonroom princessroom
goldroom nothingroom armshop XXXXroom

4//下楼了
Welcome to the room of Floor3 NO.1
You are poisoned and your tire has doubled.
Do you want to get help?(Y/N)
n
Your choice?
1.1left 2.right 3.upstairs 4.downstairs
You are in room of Floor3 NO.1
_____MAP_____
Dungeonroom
poisonroom dabaojianroom
Dungeonroom Dungeonroom princessroom
goldroom nothingroom armshop XXXXroom

2//去买点肾宝
Welcome to the room of Floor3 NO.2
Hello warrior, welcome to the care room
What do you need?
1 肾宝(疲劳度减200) 50 golds
2 经验果(经验增加100) 100 golds
3 Exit
Your gold: 3650
1
You have bought a 肾宝.
Hello warrior, welcome to the care room
What do you need?
1 肾宝(疲劳度减200) 50 golds
2 经验果(经验增加100) 100 golds
3 Exit
```

Your gold: 3600

1

You have bought a 肾宝.

Hello warrior, welcome to the care room

What do you need?

1 肾宝(疲劳度减200) 50 golds

2 经验果(经验增加100) 100 golds

3 Exit

Your gold: 3550

1

You have bought a 肾宝.

Hello warrior, welcome to the care room

What do you need?

1 肾宝(疲劳度减200) 50 golds

2 经验果(经验增加100) 100 golds

3 Exit

Your gold: 3500

1

You have bought a 肾宝.

Hello warrior, welcome to the care room

What do you need?

1 肾宝(疲劳度减200) 50 golds

2 经验果(经验增加100) 100 golds

3 Exit

Your gold: 3450

1

You have bought a 肾宝.

Hello warrior, welcome to the care room

What do you need?

1 肾宝(疲劳度减200) 50 golds

2 经验果(经验增加100) 100 golds

3 Exit

Your gold: 3400

1

You have bought a 肾宝.

Hello warrior, welcome to the care room

What do you need?

1 肾宝(疲劳度减200) 50 golds

2 经验果(经验增加100) 100 golds

3 Exit

Your gold: 3350

1

You have bought a 肾宝.

Hello warrior, welcome to the care room

What do you need?

1 肾宝(疲劳度减200) 50 golds

2 经验果(经验增加100) 100 golds

3 Exit

Your gold: 3300

2

You have bought a 经验果.

Hello warrior, welcome to the care room

What do you need?

1 肾宝(疲劳度减200) 50 golds

2 经验果(经验增加100) 100 golds

3 Exit

Your gold: 3200

2

```
You have bought a 经验果.
Hello warrior, welcome to the care room
what do you need?
1 肾宝(疲劳度减200) 50 golds
2 经验果(经验增加100) 100 golds
3 Exit
Your gold: 3100
2
You have bought a 经验果.
Hello warrior, welcome to the care room
what do you need?
1 肾宝(疲劳度减200) 50 golds
2 经验果(经验增加100) 100 golds
3 Exit
Your gold: 3000
2
You have bought a 经验果.
Hello warrior, welcome to the care room
what do you need?
1 肾宝(疲劳度减200) 50 golds
2 经验果(经验增加100) 100 golds
3 Exit
Your gold: 2900
2
You have bought a 经验果.
Hello warrior, welcome to the care room
what do you need?
1 肾宝(疲劳度减200) 50 golds
2 经验果(经验增加100) 100 golds
3 Exit
Your gold: 2800
3
Come back next time.
Do you want to get help?(Y/N)
y
_____HELP_____
Your choice?
1 check
2 go
3 use
4 save/read
else exit

3
what do you want to use? //买了一堆保健品之后
1 肾宝*8
2 经验果*5
3 Exit
2
You have a great heart care, the experience has increased by 100, and now the
experience is 380
what do you want to use?
1 肾宝*8
2 经验果*4
3 Exit
2
You have a great heart care, the experience has increased by 100, and now the
experience is 480
```



What do you want to use?

- 1 肾宝\*8
  - 2 经验果\*3
  - 3 Exit
- 2

You have a great heart care, the experience has increased by 100, and now the experience is 580

What do you want to use?

- 1 肾宝\*8
  - 2 经验果\*2
  - 3 Exit
- 2

You have a great heart care, the experience has increased by 100, and now the experience is 680

What do you want to use?

- 1 肾宝\*8
  - 2 经验果\*1
  - 3 Exit
- 2

You have a great heart care, the experience has increased by 100, and now the experience is 780

What do you want to use?

- 1 肾宝\*8
  - 2 经验果\*0
  - 3 Exit
- 2

No enough 经验果.What do you want to use?

- 1 肾宝\*8
  - 2 经验果\*0
  - 3 Exit
- 3

\_\_\_\_\_HELP\_\_\_\_\_

Your choice?

- 1 check
  - 2 go
  - 3 use
  - 4 save/read
- else exit

2

Your choice?

1.left 2.right 3.upstairs 4.downstairs

You are in room of Floor3 NO.2

\_\_\_\_\_MAP\_\_\_\_\_

Dungeonroom  
poisonroom dabaojianroom  
Dungeonroom Dungeonroom princessroom  
goldroom nothingroom armshop XXXXroom

4

Welcome to the room of Floor2 NO.2

Slime is coming!//又是地下城，又是史莱姆，下楼必经之路啊

-----Your state-----

MP:26  
HP:260  
Tire:0  
LV:3  
EXP:780

SKILL:

1.Slam:51

2.Bloodsucking:depending on the boss

3.Starburst:40

-----Boss's state-----

HP:100

Choose your skill:

1.Slam (51 injury, MP+1)

2.Bloodsucking (8 percent injury of boss's HP, MP-3)

3.Starburst (40 injury, MP-5)

1

You use skill slam to deal 50 injury to boss, restore 1 MP

Boss hit you, your HP has reduced 17 points

-----Your state-----

MP:27

HP:243

Tire:10

LV:3

EXP:780

SKILL:

1.Slam:50

2.Bloodsucking:depending on the boss

3.Starburst:39

-----Boss's state-----

HP:49

Choose your skill:

1.Slam (50 injury, MP+1)

2.Bloodsucking (8 percent injury of boss's HP, MP-3)

3.Starburst (39 injury, MP-5)

1

You use skill slam to deal 50 injury to boss, restore 1 MP

You have killed BOSS, congratulations!

You gain 20ex, 50 goldsYour exp is 800

Upgraded, your level is 4, tire is cleared

Upgraded, your level is 5, tire is cleared

Do you want to get help?(Y/N)

1

Do you want to get help?(Y/N)

n

Your choice?

1.left 2.right 3.upstairs 4.downstairs

You are in room of Floor2 NO.2

\_\_\_\_MAP\_\_\_\_

Dungeonroom

poisonroom dabaojianroom

Dungeonroom Dungeonroom princessroom

goldroom nothingroom armshop XXXXroom

4  
Welcome to the room of Floor1 NO.2  
There is nothing in this room.  
Do you want to get back to the lobby?(Y/N)  
n  
Do you want to get help?(Y/N)  
2  
Do you want to get help?(Y/N)  
n  
Your choice?  
1.left 2.right 3.upstairs 4.downstairs  
You are in room of Floor1 NO.2

MAP

---

Dungeonroom  
poisonroom dabaojianroom  
Dungeonroom Dungeonroom princessroom  
goldroom nothingroom armshop XXXXroom

2  
Welcome to the room of Floor1 NO.3  
Hello warrior, welcome to the weapons store  
What do you need?  
1 Short sword (injury + 10) 500goldds  
2 Long sword (injury + 30) 2000goldds  
3 Exit weapons shop  
Your gold: 2850  
3  
Come back next time.  
Do you want to get back to the lobby?(Y/N)  
n  
Do you want to get help?(Y/N)  
n  
Your choice?  
1.left 2.right 3.upstairs 4.downstairs  
You are in room of Floor1 NO.3

MAP

---

Dungeonroom  
poisonroom dabaojianroom  
Dungeonroom Dungeonroom princessroom  
goldroom nothingroom armshop XXXXroom

2  
Welcome to the room of Floor1 NO.4//最后一个房间了，没想到还是地下城  
Slime is coming!//又见面了史莱姆

-----Your state-----

MP:30  
HP:300  
Tire:0  
LV:5  
EXP:100  
SKILL:  
1.Slam:57  
2.Bloodsucking:depending on the boss  
3.Starburst:60

-----Boss's state-----

HP:100

-----

Choose your skill:

- 1.Slam (57 injury, MP+1)
- 2.Bloodsucking (8 percent injury of boss's HP, MP-3)
- 3.Starburst (60 injury, MP-5)

1

You use skill slam to deal 56 injury to boss, restore 1 MP

Boss hit you, your HP has reduced 18 points

-----Your state-----

MP:31

HP:282

Tire:10

LV:5

EXP:100

SKILL:

1.Slam:56

2.Bloodsucking:depending on the boss

3.Starburst:59

-----Boss's state-----

HP:43

-----

Choose your skill:

- 1.Slam (56 injury, MP+1)
- 2.Bloodsucking (8 percent injury of boss's HP, MP-3)
- 3.Starburst (59 injury, MP-5)

1

You use skill slam to deal 56 injury to boss, restore 1 MP

You have killed BOSS, congratulations!

You gain 20ex, 50 goldsYour exp is 120

Goblin is coming!//又见面了哥布林

-----Your state-----

MP:32

HP:282

Tire:20

LV:5

EXP:120

SKILL:

1.Slam:56

2.Bloodsucking:depending on the boss

3.Starburst:59

-----Boss's state-----

HP:300

-----

Choose your skill:

- 1.Slam (56 injury, MP+1)
- 2.Bloodsucking (8 percent injury of boss's HP, MP-3)
- 3.Starburst (59 injury, MP-5)

1

You use skill slam to deal 56 injury to boss, restore 1 MP

Boss hit you, your HP has reduced 17 points

-----Your state-----

MP:33

HP:265

Tire:30

LV:5

EXP:120

SKILL:

1.Slam:56

2.Bloodsucking:depending on the boss

3.Starburst:59

-----Boss's state-----

HP:243

Choose your skill:

1.Slam (56 injury, MP+1)

2.Bloodsucking (8 percent injury of boss's HP, MP-3)

3.Starburst (59 injury, MP-5)

1

You use skill slam to deal 56 injury to boss, restore 1 MP

Boss hit you, your HP has reduced 17 points

-----Your state-----

MP:34

HP:248

Tire:40

LV:5

EXP:120

SKILL:

1.Slam:56

2.Bloodsucking:depending on the boss

3.Starburst:59

-----Boss's state-----

HP:186

Choose your skill:

1.Slam (56 injury, MP+1)

2.Bloodsucking (8 percent injury of boss's HP, MP-3)

3.Starburst (59 injury, MP-5)

1

You use skill slam to deal 56 injury to boss, restore 1 MP

Boss hit you, your HP has reduced 17 points

-----Your state-----

MP:35

HP:231

Tire:50

LV:5

EXP:120

SKILL:

1.Slam:56

2.Bloodsucking:depending on the boss

3.Starburst:59

-----Boss's state-----

HP:129

Choose your skill:

1.Slam (56 injury, MP+1)

2.Bloodsucking (8 percent injury of boss's HP, MP-3)

3.Starburst (59 injury, MP-5)

1

You use skill slam to deal 56 injury to boss, restore 1 MP

Boss hit you, your HP has reduced 17 points

-----Your state-----

MP:36

HP:214

Tire:60

LV:5

EXP:120

SKILL:

1.Slam:56

2.Bloodsucking:depending on the boss

3.Starburst:59

-----Boss's state-----

HP:72

Choose your skill:

1.Slam (56 injury, MP+1)

2.Bloodsucking (8 percent injury of boss's HP, MP-3)

3.Starburst (59 injury, MP-5)

1

You use skill slam to deal 56 injury to boss, restore 1 MP

Boss becomes violent.Boss uses crazy chaos, your HP reduces 45 points.

-----Your state-----

MP:37

HP:169

Tire:70

LV:5

EXP:120

SKILL:

1.Slam:56

2.Bloodsucking:depending on the boss

3.Starburst:59

```

-----Boss's state-----
HP:15

-----

Choose your skill:
1.Slam      (56 injury, MP+1)
2.Bloodsucking (8 percent injury of boss's HP, MP-3)
3.Starburst (59 injury, MP-5)
1
You use skill slam to deal 56 injury to boss, restore 1 MP

You have killed BOSS, congratulations!
You gain 100ex, 200 golds
Your exp is 220//我赢了
Do you want to get back to the lobby?(Y/N)//逛完了回大厅
y
You have successfully rescued the princess!//完成任务，把公主带回大厅了！

Once again?//不不不一个公主就够了！
Y(yes)/N(exit)

```

## 源码:

```

#include <stdio.h>
#include <stdlib.h>
#include <time.h>
#define DECISION "Are you ready? \n1    Begin\n2    Background\n3    Check\n4
Save data (please store the game for the first time and then play it)" //待添加
#define DECISION2 "Your choice?\n1.left  2.right  3.upstairs  4.downstairs"
#define DECISION3 "Your choice?\n1    check\n2    go\n3    use\n4
save/read\nelse    exit\n"
void initgame(void);
void map(void);
struct Room print(struct Room rm);
void roomfunction(int);
void dabaojianroom(void); //大保健室
void Dungeonroom(int i);
void princessroom(void);
void nothingroom(void);
void princessroom(void);
void poisonroom(void);
void goldroom(void);
void armshop(void); //武器店
void lobby(void);
struct Room enter(struct Room *rm); //大厅
void fighting(void); //攻击
void state(void);
void bossstate(void);
void lvup(void); //升级
void Dun(void); //史莱姆
void Dun1(void);
void Dun2(void); //完毕
void Dunge(void); //哥布林
void Dunge1(void);
void Dunge2(void); //end
void Dungeon(void); //怪兽

```

```

void Dungeon1(void); //
void Dungeon2(void);
void lobby(void);
void tired(void);
void check(void); //查看个人信息
void cd(void); //存档
struct Room go(struct Room *rm);
void back(void);
void use(void);
void help(void); //帮助

int HP = 300, MP = 20, sp, ex = 0, p = 5, q = 20, lv = 1, i = 1, eak = 0, edf =
0, gold = 2000, lobchoose = 0, tire = 0, princess = 0, body = 0, heart = 0, sh,
tybossHP, x, HPboss, fb;
struct Room
{
    int order;
    int type;
    int floor;
    int number;
    int flip;
    struct Room *left;
    struct Room *right;
    struct Room *up;
    struct Room *down;
} room[10], *now;
int main(void) //主程序开始
{
    initgame();
    while (1)
    {
        while (x == 0)
        {
            printf("%s\n", DECISION);
            scanf("%d", &x);
            while (x == 1)
            {
                lobby();
                lobchoose = 0;
                x = 0;
            }
            while (x == 2)
            {
                back();
                x = 0;
            }
            while (x == 3)
            {
                check();
                x = 0;
            }
            while (x == 4)
            {
                cd();
                x = 0;
            }
        }
    }
}

```



```

    }
    return 0;
}
void back(void)
{
    printf("One day, you received a request from the king to rescue the princess
trapped in the old castle.\nAfter all your hard work,you finally entered the
castle, only to discover that the real adventure\n has just begun....");
}
void initgame(void)
{
    int i, j, k;
    int typ[10];
    int f[10] = {1, 1, 1, 1, 2, 2, 2, 3, 3, 4};
    int o[10] = {1, 2, 3, 4, 1, 2, 3, 1, 2, 1};
    for (i = 0; i < 10; i++)
    {
        room[i].floor = f[i];
        room[i].number = o[i];
        room[i].flip = 0;
        room[i].order = i;
    }
    room[0].left = NULL;
    room[0].right = &room[1];
    room[0].up = &room[4];
    room[0].down = NULL;

    room[1].left = &room[0];
    room[1].right = &room[2];
    room[1].up = &room[5];
    room[1].down = NULL;

    room[2].left = &room[1];
    room[2].right = &room[3];
    room[2].up = &room[6];
    room[2].down = NULL;

    room[3].left = &room[2];
    room[3].right = NULL;
    room[3].up = NULL;
    room[3].down = NULL;

    room[4].left = NULL;
    room[4].right = &room[5];
    room[4].up = &room[7];
    room[4].down = &room[0];

    room[5].left = &room[4];
    room[5].right = &room[6];
    room[5].up = &room[8];
    room[5].down = &room[1];

    room[6].left = &room[5];
    room[6].right = NULL;
    room[6].up = NULL;
    room[6].down = &room[2];

    room[7].left = NULL;

```

```

room[7].right = &room[8];
room[7].up = &room[9];
room[7].down = &room[4];

room[8].left = &room[7];
room[8].right = NULL;
room[8].up = NULL;
room[8].down = &room[5];

room[9].left = NULL;
room[9].right = NULL;
room[9].up = NULL;
room[9].down = &room[7];

srand((unsigned)time(0));

for (i = 0; i < 10; i++)
{
    typ[i] = rand() % 10 + 1;

    do
    {
        k = 0;
        for (j = 0; j < i; j++)
        {
            if (typ[i] == typ[j])
            {
                typ[i] = rand() % 10 + 1;
                k = 1;
            }
        }
    } while (k != 0);

    //printf("%d\n",typ[i]);
    room[i].type = typ[i];
}
}

void map()
{
    printf("You are in room of Floor%d NO.%d\n", now->floor, now->number);
    printf("_____MAP_____\\n");
    printf(" ");
    print(room[9]);
    printf("\\n");
    printf(" ");
    print(room[7]);
    printf(" ");
    print(room[8]);
    printf("\\n");
    printf(" ");
    print(room[4]);
    printf(" ");
    print(room[5]);
    printf(" ");
    print(room[6]);
    printf("\\n");
    printf(" ");
    print(room[0]);
}

```

```

    printf(" ");
    print(room[1]);
    printf(" ");
    print(room[2]);
    printf(" ");
    print(room[3]);
    printf("\n");
    printf("\n");
}
struct Room print(struct Room rm)
{
    if (rm.flip == 1)
    {
        switch (rm.type)
        {
            case 1:
                printf("dabaojianroom");
                break;
            case 2:
                printf("Dungeonroom");
                break;
            case 3:
                printf("princessroom");
                break;
            case 4:
                printf("Dungeonroom");
                break;
            case 5:
                printf("nothingroom");
                break;
            case 6:
                printf("Dungeonroom");
                break;
            case 7:
                printf("poisonroom");
                break;
            case 8:
                printf("Dungeonroom");
                break;
            case 9:
                printf("armshop");
                break;
            case 10:
                printf("goldroom");
                break;
        }
    }
    else
    {
        printf("XXXXroom");
    }
}
void tired(void)
{
    tire += 10;
    if (tire > 1000)
    {
        if (princess == 1)

```

```

        {
            printf("You are exhausted if you have not brought back the princess,
and the princess has returned to me.\n");
            getchar();
            exit(0);
        }
        else
        {
            printf("You are exhausted if you have not found the princess, and
the princess has returned to me.\n");
            getchar();
            exit(0);
        }
    }
}
struct Room go(struct Room *rm)
{
    int dir;
    do
    {
        printf("%s\n", DECISION2);
        map();
        scanf("%d", &dir);
        switch (dir)
        {
            case 1:
                if (rm->left != NULL)
                    enter(rm->left);
                else
                {
                    printf("No way, please choose again.");
                    dir = 0;
                }
                break;
            case 2:
                if (rm->right != NULL)
                    enter(rm->right);
                else
                {
                    printf("No way, please choose again.");
                    dir = 0;
                }
                break;
            case 3:
                if (rm->up != NULL)
                    enter(rm->up);
                else
                {
                    printf("No way, please choose again.");
                    dir = 0;
                }
                break;
            case 4:
                if (rm->down != NULL)
                    enter(rm->down);
                else
                {
                    printf("No way, please choose again.");

```

```

        dir = 0;
    }

    break;
default:
    printf("Error! Please choose again.");
    dir = 0;
    break;
}
} while (!dir);
}
struct Room enter(struct Room *rm)
{
    char sel = '\0';
    rm->flip = 1;
    now = rm;
    printf("welcome to the room of Floor%d NO.%d\n", rm->floor, rm->number);
    roomfunction(rm->type);
    if (rm->floor == 1)
    {
        do
        {
            printf("Do you want to get back to the lobby?(Y/N)\n");
            getchar();
            sel = getchar();
            if (sel == 'Y' || sel == 'y')

                lobby();

        } while (sel != 'Y' && sel != 'y' && sel != 'N' && sel != 'n');
    }

    sel = '\0';

    while (sel != 'Y' && sel != 'y' && sel != 'N' && sel != 'n')
    {
        printf("Do you want to get help?(Y/N)\n");
        getchar();
        sel = getchar();
        if (sel == 'Y' || sel == 'y')
            help();
        if (sel == 'N' || sel == 'n')
            go(now);
    }
}

void roomfunction(int c)
{
    switch (c)
    {
        case 1:
            dabaojianroom();
            break;
        case 2:
            Dungeonroom(2);
            break;
        case 3:
            princessroom();
    }
}

```

```

        break;
    case 4:
        Dungeonroom(1);
        break;
    case 5:
        nothingroom();
        break;
    case 6:
        Dungeonroom(2);
        break;
    case 7:
        poisonroom();
        break;
    case 8:
        Dungeonroom(3);
        break;
    case 9:
        armshop();
        break;
    case 10:
        goldroom();
        break;
    }
}

void nothingroom()
{
    printf("There is nothing in this room.\n");
}

void princessroom()
{
    printf("Congratulations! You found the princess, please bring her back to
the LOBBY now.\n");
    princess = 1;
}

void poisonroom()
{
    printf("You are poisoned and your tire has doubled.\n");
    tire *= 2;
}

void goldroom()
{
    printf("You have found 1000 gold.\n");
    gold += 1000;
}

void cd(void) //存档模块
{
    int du = 0;
    int a[] = {lv, HP, MP, ex, gold, tire, princess};
    int or ;
    while (du == 0)
    {
        printf("Do you want to read or store?\n1  Read\n2  Store\n3  Exit\n");
        scanf("%d", &du);
        while (du == 1)
        {
            FILE *fpRead = fopen("data.txt", "r");
            int b[30];

```

```

        for (int i = 0; i < 7; i++)
        {
            fscanf(fpRead, "%d ", &b[i]);
            a[i] = b[i];
        }

        for (i = 0; i < 10; i++)
        {
            fscanf(fpRead, "%d ", &b[i + 7]);
            room[i].type = b[i + 7];
        }
        for (i = 0; i < 10; i++)
        {
            fscanf(fpRead, "%d ", &b[i + 17]);
            room[i].flip = b[i + 17];
        }
        fscanf(fpRead, "%d ", &b[27]);
        or = b[27];
        lv = a[0], HP = a[1], MP = a[2], ex = a[3], gold = a[4], tire =
a[5], princess = a[6];
        enter(&room[or]);
        du = -1;
    }
    while (du == 2)
    {
        FILE *fpwrite = fopen("data.txt", "w");
        for (int i = 0; i < 7; i++)
        {
            fprintf(fpwrite, "%d ", a[i]);
        }
        for (i = 0; i < 10; i++)
        {
            fprintf(fpwrite, "%d ", room[i].type);
        }
        for (i = 0; i < 10; i++)
        {
            fprintf(fpwrite, "%d ", room[i].flip);
        }
        fprintf(fpwrite, "%d ", now->order);
        fclose(fpwrite);
        du = -1;
    }
    while (du == 3)
    {
        du = -1;
        return;
    }
    if (du != 1 && du != 2 && du != 3)
        du = 0;
}

return;
}
void check(void)
{
    printf("_____Personal
information_____\\n");

```

```

    printf("TIRE: %d \n", tire); //暂无
    printf("LV:%d    HP:%d    MP:%d    Exp:%d    Gold:%d    \n", lv, HP, MP,
ex, gold);
    printf("Ablity: 1.Slam :%d    2.Bloodsucking: Depending on the boss
3.Starburst:%d    \n", p, q);
    printf("_____Personal
Bag_____ \n");
    printf("肾宝:%d    经验果:%d    \n", body, heart);

printf("_____ \n");
}
void lvup(void)
{
    while (ex > 100 * lv)

    {
        tire = 0;
        printf("Upgraded, your level is %d, tire is cleared\n", lv + 1);

        p = p + 3;

        q = q + 10;

        ex = ex - 100 * lv;

        lv = lv + 1;

        HP = 200 + 20 * lv;

        MP = 20 + 2 * lv;
    }
}
void help(void)
{
    int c = 0;
    while (c == 0)
    {
        printf("_____HELP_____ \n");
        printf("%s\n", DECISION3);
        scanf("%d", &c);
        while (c == 1)
        {
            check();
            c = 0;
        }
        while (c == 2)
        {
            go(now);
            c = 0;
        }
        while (c == 3)
        {
            use();
            c = 0;
        }
        while (c == 4)
        {
            cd();

```





```

        {
            check();
            x = 0;
        }
        while (x == 4)
        {
            cd();
            x = 0;
        }
    }

    lobchoose = -1;
}

while (lobchoose == 1)
{
    enter(&room[0]);
}
while (lobchoose == 2)
{
    enter(&room[1]);
}
while (lobchoose == 3)
{
    enter(&room[2]);
}
while (lobchoose == 4)
{
    enter(&room[3]);
}
}

}
return;
} //大厅模块
void armshop(void) //武器店
{
    int cho = 1;
    while (cho == 1)
    {
        int wq = 0, dj = 1, cj = 1;
        printf("Hello warrior, welcome to the weapons store\nwhat do you need?
\n1  Short sword (injury + 10) 500golids\n2  Long sword (injury + 30)
2000golids\n3  Exit weapons shop\n");
        printf("Your gold: %d\n", gold);
        scanf("%d", &wq);
        if (wq > 2)
        {
            while (wq > 3)
            {
                printf("Not on the shelves, so stay tuned.\n");
                wq = 0;
            }
            while (wq == 3)
            {
                printf("Come back next time.\n");
                cho = 0;
                wq = 0;
            }
        }
    }
}

```

```

    }
    else
    {
        while (wq == 1)
        {
            if (gold >= 500)
            {
                if (dj = 1)
                {
                    printf("You bought a short sword, the injury is
increased by 10, and the repeated purchase is invalid.\n");
                    eak = 10;
                    p = p + eak; //声明全局变量，装备加成功攻击力
                    dj = 0;
                    wq = 0;
                    gold -= 500;
                }
                else
                {
                    printf("You have bought it.\n");
                }
            }
            else
            {
                printf("No enough money.\n");
            }
            wq = 0;
        }
        while (wq == 2)
        {
            if (gold >= 2000)
            {
                if (cj = 1)
                {
                    printf("You bought a long sword, the injury is increased
by 30, and the repeated purchase is invalid.\n");
                    eak = 30;
                    p = p + eak; //声明全局变量，装备加成功攻击力
                    cj = 0;
                    gold -= 2000;
                }
                else
                {
                    printf("You have bought it.\n");
                }
            }
            else
            {
                printf("No enough money.\n");
            }
            wq = 0;
        }
    }
}

void use(void)
{
    int daoju = 0;

```

```

while (daoju == 0)
{
    printf("what do you want to use? \n1 肾宝*%d\n2 经验果*%d\n3 Exit\n",
body, heart);
    scanf("%d", &daoju);
    while (daoju > 3)
    {
        printf("Choose again!");
        daoju=0;
    }
    while (daoju == 3)
        daoju = -1;
    while (daoju == 1)
    {
        if (body > 0)
        {
            if (tire > 200)
                tire -= 200;
            else
                tire = 0;
            body--;
            printf("You have a great body care, the tire is reduced by 200,
and the tire is now %d.\n", tire);
        }
        else
        {
            printf("No enough 肾宝.");
        }
        daoju = 0;
    }
    while (daoju == 2)
    {
        if (heart > 0)
        {
            ex += 100;
            heart--;
            printf("You have a great heart care, the experience has
increased by 100, and now the experience is %d\n", ex);
        }
        else
        {
            printf("No enough 经验果.");
        }
        daoju = 0;
    }
}
help();
}
void dabaojianroom(void) //大保健室
{
    int choose = 0;
    while (choose == 0)
    {
        int fj = 0;
        printf("Hello warrior, welcome to the care room\nwhat do you need?\n1
肾宝(疲劳度减200) 50 golds\n2 经验果(经验增加100) 100 golds\n3 Exit\n");
        printf("Your gold: %d\n", gold);
        scanf("%d", &fj);
    }
}

```

```

    if (fj > 2)
    {
        while (fj > 3)
        {
            printf("No such things.\n");
            fj = 0;
        }
        while (fj == 3)
        {
            printf("Come back next time.\n");
            choose = -1;
            fj = 0;
        }
    }
    else
    {
        while (fj == 1)
        {
            if (gold >= 50)
            {
                printf("You have bought a 肾宝.\n");
                body++;
                gold -= 50;
            }
            else
            {
                printf("No enough money.\n");
            }
            fj = 0;
        }
        while (fj == 2)
        {
            if (gold >= 100)
            {
                heart++;
                printf("You have bought a 经验果.\n");
                gold -= 100;
            }
            else
            {
                printf("No enough money.\n");
            }
            fj = 0;
        }
    }
}

void Dun(void)
{
    Dun1();
    fighting();
    Dun2();
}

void Dunge(void)
{
    Dunge1();
    fighting();
}

```

```

    Dunge2();
}
void Dungeon(void)
{
    Dungeon1();
    fighting();
    Dungeon2();
}
void state()
{
    printf("-----Your state-----\n");
    printf("MP:%d\n", MP);
    printf("HP:%d\n", HP);
    printf("Tire:%d\n", tire);
    printf("LV:%d\n", lv);
    printf("EXP:%d\n", ex);
    printf("SKILL: \n1.Slam:%d\n2.Bloodsucking:depending on the boss\n3.Starburst:%d\n", (int)(p - 0.01 * tire), (int)(q - 0.01 * tire));
    printf("-----\n");
}
void bossstate()
{
    printf("-----Boss's state-----\n");
    printf("HP:%d\n\n", tybossHP);
    printf("-----\n");
}
void fighting(void) //战斗模块
{
    while (HP > 0 && tybossHP > 0)
    {
        i = 1;
        state();
        bossstate();
        printf("\nchoose your skill:\n1.Slam      (%d injury, MP+1)\n2.Bloodsucking      (8 percent injury of boss's HP, MP-3)\n3.Starburst (%d injury, MP-5)\n", (int)(p - 0.01 * tire), (int)(q - 0.01 * tire)); //待添加
        scanf("%d", &sp);
        tired();
        while (4 < sp)
        {
            printf("Error, please choose again.\n");
            sp = -1;
        }
        while (sp == 1)
        {
            tybossHP = tybossHP - p + 0.01 * tire;
            MP++;
            printf("You use skill slam to deal %d injury to boss, restore 1 MP\n\n", (int)(p - 0.01 * tire));
            sp = 0;
        }
    }
}

```

```

while (sp == 2)
{

    while (MP >= 3 && sp == 2)
    {
        sh = tybossHP * 0.08 - 0.01 * tire;
        tybossHP -= sh;
        MP = MP - 3;
        printf("You use skill bloodsucking to deal %d injury to boss,
use 3 MP\n\n", sh);
        sp = 0;
    }

    while (MP < 3 && sp == 2)
    {
        printf("MP is less than 3, you can't bloodsucking.\n\n");
        sp = -1;
    }
}

while (sp == 3)
{

    while (MP >= 5 && sp == 3)
    {
        tybossHP = tybossHP - q + 0.01 * tire;
        MP = MP - 5;
        sp = 0;
        printf("You use skill starburst to deal %d injury to boss, use 5
MP\n\n", (int)(q - 0.01 * tire)); //待定
    }
    while (MP < 5 && sp == 3)
    {
        printf("MP is less than 5, you can't bloodsucking starburst
\n\n");
        sp = -1;
    }
}
while (tybossHP > 0 && sp == 0)
{
    if (tybossHP > HPboss * 0.1) //boss血量下降到10%以下暴怒
    {
        sh = 15 + HP * 0.01 - edf;
        HP = HP - sh;
        printf("Boss hit you, your HP has reduced %d points\n\n", sh);
        sp = -1;
    }
    else
    {
        printf("Boss becomes violent.");
        sh = 15 + HPboss * 0.1 - edf; //伤害提升
        HP = HP - sh;
        printf("Boss uses crazy chaos, your HP reduces %d points.\n\n",
sh);
        sp = -1;
    }
}
}

```

```

while (tybossHP <= 0 && i == 1)
{
    printf("You have killed BOSS, congratulations!\n");
    i = i + 1;
}
while (HP < 0 && i == 1)
{
    printf("You have been killed and your tire has increased
dramatically.\n");
    i = i + 2;
    tire += 200;
    getchar();
    printf("You have been resurrected in place.\nYour HP, MP have been
recovered.\n");
    HP = 200 + 20 * lv;
    MP = 20 + 2 * lv;
}
}

//史莱姆
void Dun1(void)
{
    printf("Slime is coming!\n");

    HPboss = 100;

    tybossHP = HPboss;
}
void Dun2(void)
{
    if (i == 2)
    {
        printf("You gain 20ex, 50 golds"); //怪物经验已全部调整

        ex = ex + 20;

        gold = gold + 50;

        printf("Your exp is %d\n", ex);
    }
    else
    {
        printf("I feel sorry for you.\n");
    }
}

void Dunge1(void) //哥布林
{
    printf("Goblin is coming!\n");

    HPboss = 300; //BOSS的HP

    tybossHP = HPboss;
}
void Dunge2(void) //end
{
    if (i == 2)
    {

```



```

        printf("You gain 100ex, 200 golds\n");

        ex = ex + 100;

        gold = gold + 200;

        printf("Your exp is %d\n", ex);
    }
    else
    {
        printf("I feel sorry for you.\n");
    }
}
void Dungeon1(void)
{
    printf("Monster is coming!\n");

    HPboss = 800;

    tybossHP = HPboss;
}
void Dungeon2(void)
{
    if (i == 2)
    {
        printf("You gain 300ex, 500 golds.\n");

        ex = ex + 300;

        gold = gold + 500;

        printf("Your exp is %d\n", ex);
    }
    else
    {
        printf("I feel sorry for you.\n");
    }
}

void Dungeonroom(int i)
{
    switch (i)

    {

        case 1:
            Dun();
            break;

        case 2:
            Dun();
            Dunge();
            break;

        case 3:
            Dun();
            Dun();
            Dunge();

```

```
        Dungeon();  
        break;  
    }  
    lvup();  
    HP = 200 + 20 * lv;  
    MP = 20 + 2 * lv;  
}
```