

CS467 - Project Sagitta Instructions
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Setup for *Deep Space Derelict*

These instructions are for running the game on the flip servers. Unzip contents of Sagitta.zip to a directory of your choosing. Within that directory type: 'python sagitta.py'. This will start the game. No compilation stage of the game is necessary. The game runs directly in a Python 2.7 interpreter.

Instructions for *Deep Space Derelict*

When the game starts you will be asked if you would like to start a new game. Enter 'y' and the game will start and you will be on the bridge.

All user actions are controlled via text input. Below, you will find a variety of commands that our game supports. Please feel free to try entering commands and interacting with the game. We've implemented recognition of the word 'help', so that if you ever need help on how to interact with the game, it will give a list of (most) of the commands in the game.

*****TOP SECRET WINNING MOVES or the Walkthrough*****

- 1) Unzip the folder with the game files to a directory of your choice
- 2) Run the game by using python 2.7: python sagitta.py
- 3) At the prompt, select "y" for new game
- 4) Get elevatorkey1
- 5) Move south (to elevator level 1)
- 6) Use elevatorkey1 on keyhole1
- 7) Move down (to elevator level 2)
- 8) Move east (to crew quarters)
- 9) Get multitool (in crew quarters)
- 10) Move east (to mess hall)
- 11) Get lettuce (in mess hall)
- 12) Get elevatorkey2 (in mess hall)
- 13) Move east (to arboretum)
- 14) Feed lettuce to turtle (to receive security chip)
- 15) Move west (to mess hall)
- 16) Move west (to crew quarters)
- 17) Move north (to captains quarters)
- 18) Open safe with security chip (to receive auxiliary codes)

- 19) Move south (to crew quarters)
- 20) Move south (to medical bay)
- 21) Move west (to forward observation)
- 22) Unscrew entertainment terminal with multitool (to receive monitor)
- 23) Move east (to medical bay)
- 24) Move north (to crew quarters)
- 25) Move west (to elevator level 2)
- 26) Use elevatorkey2 on keyhole2
- 27) Move down (to elevator level 3)
- 28) Move south (to shuttle bay)
- 29) Get depleted vacsuit (in shuttle bay)
- 30) Move north (to elevator level 3)
- 31) Move up (to elevator level 2)
- 32) Move east (to crew quarters)
- 33) Move south (to medical bay)
- 34) Fill depleted vacsuit with oxygen tank (to receive restored vacsuit)
- 35) Move north (to crew quarters)
- 36) Move west (to elevator level 2)
- 37) Move down (to elevator level 3)
- 38) Move south (to shuttle bay)
- 39) Move east (to Armory)
- 40) Move east (to cargo deck)
- 41) Use monitor on manifest terminal (to receive core capacitor)
- 42) Move west (to armory)
- 43) Move west (to shuttle bay)
- 44) Move south (to engineering access tube)
- 45) Use restored vacsuit with airlock control
- 46) Move south (to main engineering)
- 47) Move west (to auxiliary bridge)
- 48) Type auxiliary codes into transfer controls (to receive medallion)
- 49) Move east (to main engineering)
- 50) Move east (to engineering core)
- 51) Replace core capacitor in capacitor housing (to receive medallion)
- 52) Win!

Command Line Interface

Here is an screenshot of the command line interface of our game:



Commands

Command	Function	Notes
Move (The other valid commands for move are: 'moving', 'moved', 'go', 'walk', 'going', 'walk', 'walking', 'walked')	Allows the user to move around to different rooms.	Currently, the move command will only accept one additional word after it. So a valid move command right now is 'move south' or 'move bridge'. You currently cannot use room names with two words, but that will be possible in the future with a more robust parser.
save game	Allows the user to save a game state.	The valid command is 'save game'. The game will then

		prompt you for a name for the save and will create a save file in the saved folder.
load game	Allows the user to load a game state.	When you start the program it will ask if you want to start a new game, when you select n it will bring you to the load interface, you will enter the integer corresponding to the save you want to load and the game will load from that saved state.
examine [feature/item] (The other valid commands for examine are: 'look', 'inspect', 'looked', 'looking', 'see', 'check', 'touch')	Allows the user to examine an item or feature in a room.	
get [item] (The other valid commands for get are: 'take', 'hold', 'receive', 'took', 'pick')	Allows the user to get an item (and add to inventory)	
drop [item] (The other valid commands for drop are: 'throw', 'dropped', 'dropping', 'remove')	Allows the user to drop an item (and remove from inventory).	
teleport (The other valid commands for teleport are: 'throw', 'dropped', 'dropping', 'remove')	Allows the user to randomly transport to a different room.	
help/helpme	Allows the user to seek help.	
use [item] [feature] Other valid verbs (feature specific): 'feed', 'open',	Allows the user to use an item on a feature (if applicable).	The other valid verbs that work are feature specific (e.g.

'repair', 'screw', 'unscrew', 'unlock', 'fill', 'refill', 'type', 'replace'.		you can unlock a safe, but you can't feed it).
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Map

Below is a visual map of the Rooms of the spaceship in *Deep Space Derelict*:

