ECAN project

Alex Hobbs, Cameron Schneider, Evan Yu, Nathaniel Tabacchi

Our Game

- The game is a puzzle game played in the terminal. It uses the ncurses library to allow for each object/tile to be represented by a character.

- There are interactive objects like levers and pressure plates that the player can use to open doors. There are also robots that copy the player's movement and can activate pressure plates for the player.

- Chests will contain coins that will add to the player's score when interacted with.

Project time goals

- We have 5 playable levels, using all of the mechanics we intended to include, being:
  - Levers
  - Doors
  - Pressure Plates
  - Robots
  - Chests

- The player can seamlessly ascend from the first level to the last.

- The game looks and feels like a demo, complete with detailed textures and color.

- There is a detailed game log, with level information, hints, and extra spice.

What has changed since the midterm?

- We have simplified our goals, removing the combat system to focus on the puzzle aspect. Instead of making an inventory, we decided to just keep track of how much money the player has picked up.

- We have used an entity-component-system (ECS) design pattern to control interactions between the player and interactables.

- The game is fully functional and playable.

How to play

1. Be on Linux OR use a Linux subsystem
   1.1. WSL for windows, Lima-VM for MacOS, or similar analogue

2. Install ncurses
   2.1. `$ sudo apt-get install libncurses5-dev libncursesw5-dev`

3. Clone our Git Repository
   3.1. `$ git clone` https://github.com/CJSchneider320/GVSU-CIS350-ECAN

4. Open terminal; change directory to the git repo

5. Run the game using the bash script
   5.1. `$ bash play.sh`