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CIS-3710  
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## Player Statistics

*Arthur, King of the Britons*

Description:

- ❖ Strength (8)
- ❖ Health (6)
- ❖ Wits (8)
- ❖ Shield (4)

*Sir Bedivere*

Description:

- ❖ Strength (5)
- ❖ Health (7)
- ❖ Wits (6)
- ❖ Shield (5)

*Sir Lancelot the Brave*

Description:

- ❖ Strength (10)
- ❖ Health (7)
- ❖ Wits (5)
- ❖ Shield (6)

*Sir Gallahad the Pure*

Description:

- ❖ Strength (8)
- ❖ Health (5)
- ❖ Wits (4)
- ❖ Shield (5)

*Sir Robin the not quite so Brave as Sir Lancelot*

Description:

- ❖ Strength (4)
- ❖ Health (5)
- ❖ Wits (8)
- ❖ Shield (5)

*Sir Not Appearing in This Game*

Description: By choosing this player the game will ask if you are sure you want to choose this character in which the game will end if the user chooses yes. If no, they will be able to choose a different character.

- ❖ Strength (0)
- ❖ Health (0)
- ❖ Wits (0)
- ❖ Shield (0)

## Scenes

England 932 AD. There is smoke and fog surrounding you, a castle comes into view as you click coconuts together pretending you are riding a horse. Some french men are sitting at the top of the castle and greet you with silly commentary. The french men start talking about swallows. Do you a) walk away pretending to ride a horse while clicking coconuts b) continue listening and get delayed for the next quest or c) research swallows with this link

<https://en.wikipedia.org/wiki/Swallow>.

“Bring out your dead” you hear in the distance as you walk by a city that is an anonymous collective. You continue walking and riding your fake horse until you come across your first quest, **The Black Knight**.

After your first quest, if you are not dead, you continue riding off to camelot. You have a vision of the knights of the round table dancing and singing with joy in the kingdom of camelot. After having that vision you decide to walk away from camelot.

After a while of riding, you see the Lord! The Lord shows you the *Holy Grail* and tells you it is your quest to find the holy grail. Do you a) accept the quest for the *Holy Grail* or b) decline and go back to camelot and eat and drink, the game ends with you drunk.

If you have accepted the quest for the *Holy Grail* then you will ride off and approach a castle. Init quest **Flying Animals**.

After completing the *Flying Animals* quest you will move into the **Giant Rabbit** quest.

Once the *Giant Rabbit* situation has been dealt with you will move on to the individual quests for each character, these quests are specific for each character and are listed in the *Side-Quests* section of this document by character name.

The *Side-Quests* are complete (hopefully without death) and you come across an Enchanter named Tim. Init **Enchanter Tim** Quest.

So, you have chosen to follow Tim init **Cave Rabbit** quest. If you have defeated the rabbit, in which ever way you did, your next quest is to enter **The Cave**. Once you get out of the cave you find **The Bridge of Death**.

## Quests

### The Black Knight

In the middle of the woods you come across a tall knight in black armor. He is fighting a green knight. "Arrrgghh" you hear from the black knight, "Ahhhh!" you hear from the green knight. The black knight defeats the green knight with a fatal wound to the chest.

Init your fight with the black knight. "None shall pass," the black knight says.

You must cut off at least 3/4th of his limbs to defeat him. For this challenge you will have to roll a 6 sided dice; if you roll the dice so that your strength plus the dice roll add up to ten, then you will cut off a limb. First roll to chop off left arm, then right, then right leg, then left leg. Everytime you successfully chop off a limb the black knight says "tis but a flesh wound". After the second to last one your character says "you are a fool! You've only got one leg!" The black knight keeps trying to fight, you chop off his last limb and then he says "all right, we'll call it a draw." You have successfully defeated the black knight.

### Flying Animals

You see a few men sitting at the top of the castle and you ask to stay the night. A french man viciously replies, "your mother was a hamster and your father smells of elderberries." The french men begin to throw random animals at you, cows, chickens, cats...

This is when the animal dodging game starts. Depending on your wits and the roll a 6 sided dice, if they add up to 10 you dodge, if not you get hit by an animal and lose 1 health.

After dodging 5 animals you successfully run away you move on to the next task.

### Giant Rabbit

You have successfully run away from the flying animals and you now are stuck with a question. The night is closing in and you need a place to stay, do you a) build a decoy rabbit to distract the french men in the castle (init side-quest **Giant Rabbit Surprise**) b) go back to the castle and rush in and fight (results in death by flying rabbit) or c) turn around and go to the next quest?

### Enchanter Tim

Tim gives you information on how to find the *Holy Grail*: "To the north there lies a cave-- the cave of Caerbannog-- wherein, carved in mystic runes upon the very living rock, the last words of Olfin Bedwere of Rheged..." Tim asks you if you want to follow him, do you a) follow him or b) don't follow which then you get lost and don't get the grail.

### Cave Rabbit

You see a see little cuddly rabbit in front of the cave. Do you a) go to chop off its head and die b) run away and don't get the grail c) taunt it, depending on wits you can defeat it and pass or d) get the *Holy Hand Grenade*, success!

### **The Cave**

You see writing on the wall in the cave that reads "Here may be found the last words of Joseph of Arimathea. He who is valiant and pure of spirit may find the Holy Grail in the Castle of aaarrggghh." After reading this and pondering for a moment the Legendary Black Beast approaches! Do you a) try and fight it but die because its too powerful or b) run! While running away from the beast the monster magically disappears and you are safe.

### **The Bridge of Death**

Script: [http://montypython.50webs.com/Holy\\_Grail\\_Scripts.htm](http://montypython.50webs.com/Holy_Grail_Scripts.htm),  
[https://www.springfieldspringfield.co.uk/movie\\_script.php?movie=monty-python-and-the-holy-grail](https://www.springfieldspringfield.co.uk/movie_script.php?movie=monty-python-and-the-holy-grail)

## **Side-Quests**

### **Giant Rabbit Surprise**

In this side-quest there are three options to choose from: a) get in the decoy rabbit and jump out when you get in the castle or b) forget to get in (giant rabbit gets thrown back at you and you run away)

### **Sir Robin**

You come wandering in the woods and then you see three dead knights kabab'd on a lance. A three headed person greets you with "hault" fear rushes through you but then you gain confidence. Do you a) run away b) listen to the three headed monster jabber or c) kill them with a fatal strike? If you run away nothing happens, next quest! If you listen to the monster you lose time and are late to the next activity or miss something. If you kill them with a fatal strike, you gain 2+ strength.

### **Sir Galahad**

You are caught in a rainstorm but have found a castle in the distance the *Holy Grail* appears above the castle for a moment and you gain excitement, do you a) approach the castle or b) try to look for another place and freeze in the rain? As you approach the castle of Anthrax you find that it is filled with lady nuns. You are greeted by a lady named Zute and you tell her you are on a quest for the *Holy Grail*. Zute asks you if you would like to stay the night, do you a) refuse to stay (risk freezing to death), or stay the night (+5 health, capped at 10). Once you agree to stay all the ladies try to get at you and you become surrounded by crazy ladies. You are then saved by the knights of the round table Sir Lancelot. They bring you to a warm place for the night.

### **King Arthur**

You meet an old man who tells you a clue to find the *Holy Grail*: "The bridge of death leads to the grail". You forage on through the foggy forest and come across a tall dark knight about 5 feet taller than you. They greet you with "We are the knights who say 'Ni'!" They demand a sacrifice or get them a shrubbery. Do you a) sacrifice yourself b) search for a shrubbery c) try and fight (dice roll) or d) run away and fail to reach the grail. If you choose to search for a shrubbery you have three choices: a) play a guessing game or b) try to buy one from an old lady then a friendly shrubber comes along and gives you one for free. When playing the guessing game, your wits determines how many tries you have to complete the game. You must guess a number between 1 and 5 (inclusive).

Once you have successfully acquired the shrubbery you go back to the knights who say 'ni' and you give it to them. They respond with "You must get us another shrubbery and cut down the tallest tree in the forest with a herring!" You respond with "I refuse to do it!" The knights who say 'ni' cower in agony when you say that word. Guessing game to guess what word it is that they don't like to pass.

### **Sir Lancelot**

Dialog scene: You go to rescue a price who doesn't want to get married. The price falls out the window but is saved by Concord, sweet Concord.

## UML Diagram

## Code Functions

## Pseudo Code