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TextQuest-HolyGrail Documentation

Player Statistics

Arthur, King of the Britons

Description: Arthur is a strong and witty character who is well fit for combat and puzzles.

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

Sir Bedivere

Description: Bedivere is not the strongest of the bunch. He is pretty average for a knight of the round table.

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

Sir Lancelot the Brave

Description: Lancelot is as his name says, the bravest of all the knights of the round table. He is strong but is a little lacking in wits, though he is still about average.

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

Sir Galahad the Pure

Description: Galahad is a strong knight just like it father Lancelot, but he also lacks in wits, a bit below average.

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

Sir Robin the not quite so Brave as Sir Lancelot

Description: Robin is the weakest of the knights, but he is well witted. He is good at manipulating people to get what he wants, but he is still honorable, as the knights of the round table should be.

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

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)

Scenes

Script: http://montypython.50webs.com/Holy_Grail_Scripts.htm, https://www.springfieldspringfield.co.uk/movie_script.php?movie=monty-python-and-the-holy-grail

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 house. 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.**

After *The Bridge of Death* is successfully completed you keep walking along and a lake suddenly comes into view, in the distance in the center of the lake there is an island which has what looks like a castle on it. A boat slowly creeps up to the shore. Do you a) get on the boat b) turn around and fail the quest for the grail or c) swim across to the lake -- get eaten by a lake monster.

If you have decided to go onto the boat the last quest begins. Init **The Castle of Aargh**.

End game.

Quests

The Black Knight
In the middle of the woods you come across a tall knight is 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 knight. 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 aaarrrggghhh." 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
The bridge of death asks different questions for each character. It asks three questions per character and if the player gets one of the questions wrong, they get slung up high in the air and fall to their death. If the player answers all the questions correctly then the player gets to cross the bridge, but carefully because it is dangerous!

Sir Lancelot:
* ❖ What is your name? (Lancelot)
* ❖ What is your quest? (an answer that specifies the "*Holy Graill*")

- ❖ What is your favorite color? (blue)

Sir Robin:
- ❖ What is your name? (Robin)
- ❖ What is your quest? (an answer that specifies the "*Holy Graill*")
- ❖ What is the capital of Assyria? (Assur)

Sir Galahad:
- ❖ What is your name? (Galahad)
- ❖ What is your quest? (an answer that specifies the "*Holy Graill*")
- ❖ What is your favorite color? (Yellow)

King Arthur:
- ❖ What is your name? (Arthur)
- ❖ What is your quest? (an answer that specifies the "*Holy Graill*")
- ❖ What is the air-speed velocity of an unladen swallow? (An African or European swallow?)
  - ➤ In which, if you answer correctly, then the bridge master does not know and he gets flung into the air and dies.

Sir Bedivere:
- ❖ Gets a free pass. No questions asked.

The Castle of Aargh
At the castle you get off the boat. The french fellow that you ran into early on your quest for the holy grail greets you again with petty chatter. Do you a) go fight him b) get back on the ship or c) swim back. If you choose option a, you get slop throw on your head and you run back to the boat which takes you to the shore. If you get back on the boat, it takes you to the shore. If you decide to swim back you get eaten by a lake monster.

Once back on the shore an army comes to help you attack *The Castle of Aargh*. Do you a) fight with the army and charge or b) put down your sword and walk away from your quest. If you choose to fight then you defeat the french man and his fellows in the castle. After you defeat them you find the *Holy Grail* and your quest is complete.

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.
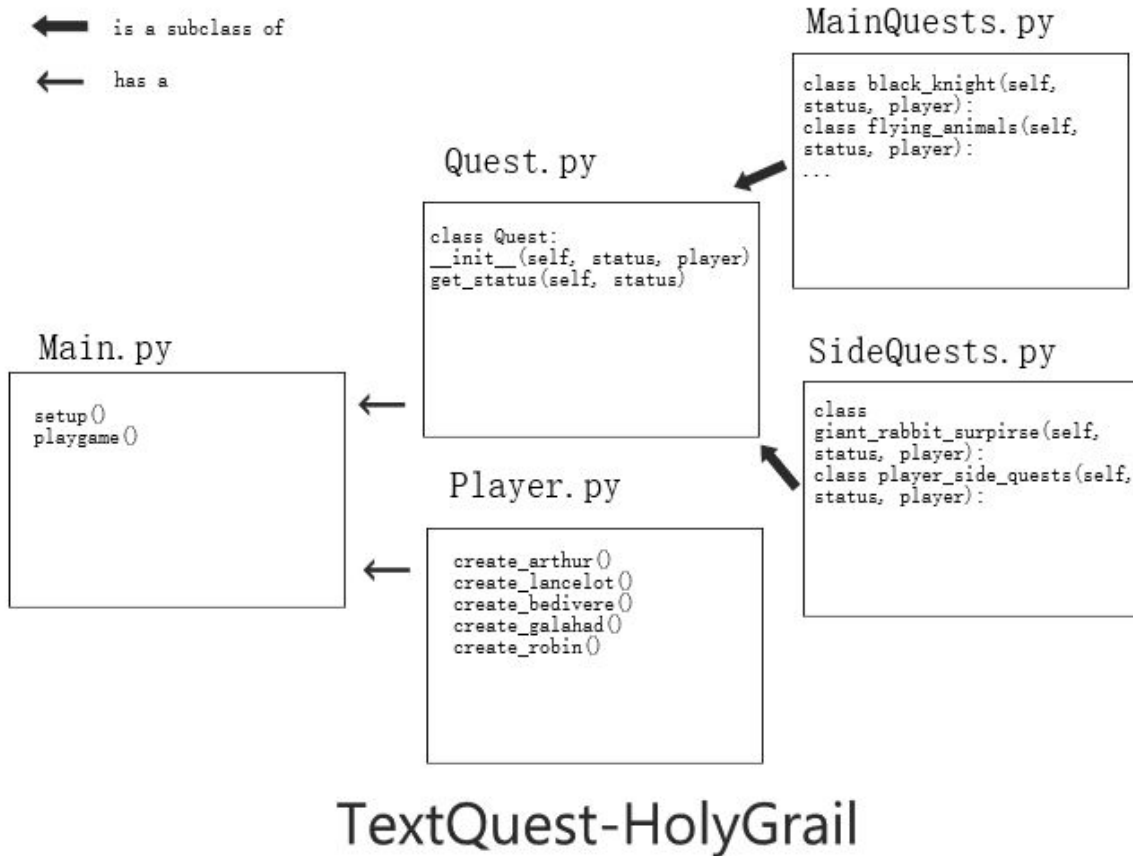
King Arthur
You meet an old man who tells you a clue to find the *Holy Grail*: "The bridge of death leads to the grail". You forage on through the foggy forest and come across a tall dark knight about 5 feet taller than you. They greet you with "We are the knights who say 'Ni'!" They demand a sacrifice 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 harring!" You respond with "I refuse to do it!" The knights who say 'ni' cowery 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


```
← is a subclass of

← has a
```

Quest.py
```
class Quest:
__init__(self, status, player)
get_status(self, status)
```

MainQuests.py
```
class black_knight(self,
status, player):
class flying_animals(self,
status, player):
...
```

Main.py
```
setup()
playgame()
```

SideQuests.py
```
class
giant_rabbit_surpirse(self,
status, player):
class player_side_quests(self,
status, player):
```

Player.py
```
create_arthur()
create_lancelot()
create_bedivere()
create_galahad()
create_robin()
```

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Code Classes & Methods

Player(self, name):
- ❖ create_arthur()
- ❖ create_lancelot()
- ❖ create_galahad()
- ❖ create_bedivere()
- ❖ create_robin()
- ❖ set(stat, number)
- ❖ get(stat)
- ❖ display()

Quest(self, status, player):
- ❖ black_knight(self, status, player)
- ❖ flying_animals(self, status, player)
- ❖ giant_rabbit(self, status, player)
- ❖ giant_rabbit_surprise(self, status, player)
- ❖ player_side_quests(self, status, player)
  - ➢ robin()
  - ➢ arthur()
  - ➢ lancelot()
  - ➢ galahad()
- ❖ enchanter_tim(self, status, player)
- ❖ cave_rabbit(self, status, player)
- ❖ the_cave(self, status, player)
- ❖ death_bridge(self, status, player)
- ❖ castle_aargh(self, status, player)

Main(self):
- ❖ setup()
- ❖ play_game()