

TheBigAdventure : User manual

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I. Preamble

The game you are about to play is an adventure game where you can create/edit your own adventure maps. The concept of the game is more like a game where you create your own story with objects to find and enemies to defeat.

It is based on the Zen5 library and uses tiles from the game "Baba Is You."

The game is played exclusively with the keyboard using the arrow keys, the I key, and the SPACE bar.

Two maps are already available in the maps directory : demo.map (a demo map of the game) and adventure.map (a large adventure map).

II. Launch and command line

Launch the game

The program includes several options that can be added to the command line before launching the game:

Options

The program includes several options that can be added to the command line before launching the game :

→ **--level** *name.map* : This option is **mandatory** to play. It allows you to validate and load a game map (a .map file). If the map is not valid, an error will be reported, and the game will not launch. To specify the map, you must include its path (e.g., maps/adventure.map).

→ **--validate** : Use this option if you only want to validate the map. If present, a validation message will be displayed (OK if everything is fine or an error if the map has issues), but the game will not be launched.

→ **--dry-run** : If this option is active, the enemies on the map will not move. However, be careful, as they can still attack you in this mode !

III. The game

Once the command line is entered, the game takes 2 to 4 seconds to launch and display. Once this is done, the window will appear with the map you chose to play.



Figure 1: The game with the map *adventure.map* loaded

The map

The map consists of several elements :

The player (you), represented by the character named "Fluffy," whom you can control.

The enemies (the bad guys), represented by characters named "LevelOne." They can attack you if you are in front of them and they are facing you; however, they might miss their attacks. In fact, they aren't very good at the art of attacking (unlike you), which means they only have a 20% chance of successfully attacking you. Be careful, though, as repeated attacks can eventually defeat you !

Objects (to collect), such as the stick in the top right corner. There are several types: weapons that deal damage to enemies, food that restores 25% of your maximum health points, and tradeable items (the rest) that could have been traded but are not. Walking over an item will pick it up and add it to your inventory.

Obstacles, such as trees, which neither you nor the enemies can pass through.

Decorations, such as flowers or bushes, which you can walk through.

Player's actions

As a player and having the power of the keyboard, you have several possible actions in the game :

- move : with the arrow keys, to go left, right, up, or down. However, you cannot pass through obstacles or enemies as mentioned earlier.
- open the inventory : with the "i" key. Once in the inventory, you can navigate among the items with the arrow keys, you can select an item to put in your hand with the space bar, and otherwise, you can exit without selecting an item with "i". An item in the inventory has a name and a quantity indicated on the side
- use an item : with the space bar. This action depends on the item held in hand; if it's a weapon and you are facing the enemy (it must be in the direction where you strike), you will deal damage to it. If it's food, you will consume it and gain 30% of your initial health. Unfortunately, other items do nothing
- quit the game : with the "q" key. You can quit the game at any time with the "q" key whether you are in the inventory or on the map

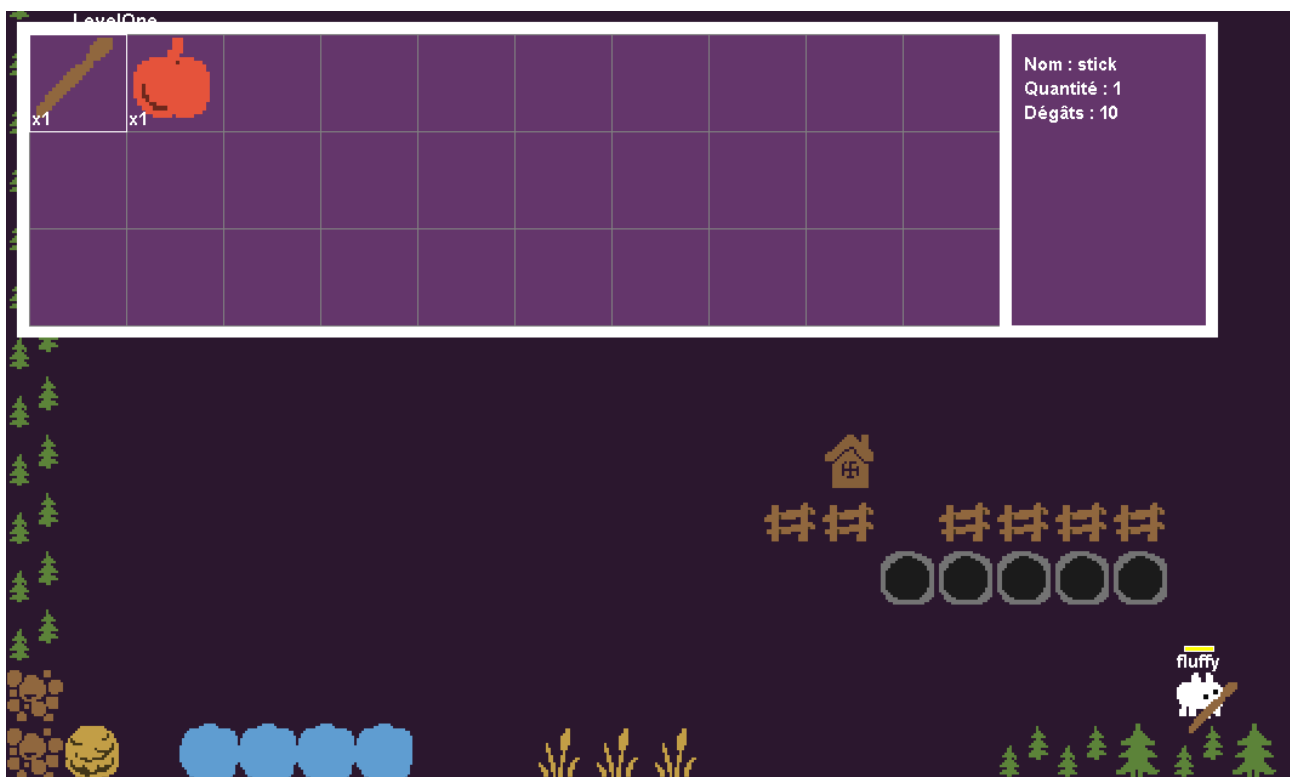


Figure 2: Inventory open with the item "stick" selected



Figure 3: The player in front of an enemy to hit them



Figure 4: The player with a stick in hand. The yellow bar represents the hp.

Objective of the game

In each game or map you play, your main objective will be to defeat all the enemies on the map without dying. If you die, the game ends, and you will have to start over. Therefore, you should search the map to see if any powerful weapons are hidden !

When the game is over, a game-over screen will appear, and you will need to press any key to close the game.

IV. Creation/editing of maps

Knowing how to play is one thing, but knowing how to create maps is another ! Maps are loaded from a .map file, similar to a text file but with a specific format to follow.

This file is organized into 2 types of data: [grid] and [element]. The first type, [grid], defines the grid and its repetitive elements, such as decorations, obstacles, dimensions, etc. The second type, [element], defines the "unique" elements of the map, such as the player, enemies, objects, as well as unique obstacles or decorations.

Grid

Data of type [grid] is defined as follows:

- size : which sets the height and width of the grid
- encodings : which allows you to associate a letter with a tile appearance
- data : which allows you to place the elements defined in encodings

Example :

```

[grid]
size: (20 x 25)
encodings: GRASS(g) TREE(T) WALL(W)
data: ""
TTTTTTTTTTTTTTTTTTTT
T                    T
T                    T
T      W            T
T                    T
T                    T
T                    T
T      gg           T
T    gggggggg       T
T      gggg         T
T    gg  g          T
T                    T
T                    T
T                    T
T                    T
T                    T
T                    T
T                    T
T                    T
T                    T
T                    T
TTTTTTTTTTTTTTTTTTTT
""
  
```

Figure 5: [grid] section from the map demo.map

Element

Data of type [element] is defined as follows (not all fields are mandatory depending on the defined data) :

- name: the name of the element
- skin : appearance (more details in the next section)
- player : true if the element is the player (only one possible → the first defined in the file)
- position : starting position on the map (0, 0) is the top-left corner
- health : health points (positive integer)
- kind : type of element, such as enemy, item, or obstacle
- zone : area defined by a coordinate and size in which an enemy roams
- behavior : behavior of the enemy (currently only "stroll" is possible)
- damage : damage inflicted with each attack (positive integer)

Example :

```
[element]
name: fluffy
player: true
skin: BABA
position: (10,10)
health: 100

[element]
name: durenale
skin: SWORD
position: (2,2)
kind: item
damage: 15

[element]
name: stick
skin: STICK
position: (4,2)
kind: item
damage: 5

[element]
name: key
skin: KEY
position: (6,2)
kind: item

[element]
name: waldo
skin: CRAB
position: (8, 2)
kind: enemy
health: 50
zone: (8, 2) (3 x 3)
behavior: stroll
damage: 10

[element]
name: piano
skin: PIANO
position: (18,10)
kind: obstacle
```

Figure 6: Definition of multiple elements from the map demo.map

Appearances associated with tile types

While most of the information about elements is provided in the subsections of [element], some elements will take on different types depending on their skin :

Decorations → ALGAE, CLOUD, BUBBLE, DUST, FLOWER, FOLIAGE, GRASS, LADDER, LILY, PLANK, REED, ROAD, SPROUT, TILE, TRACK, VINE, WIND

Obstacles → BED, BOG, BOMB, BRICK, CHAIR, CLIFF, DOOR, FENCE, FORT, GATE, HEDGE, HOUSE, HUSK, HUSKS, ICE, LOCK, LAVA, MONITOR, PIANO, PILLAR, PIPE, ROCK, RUBBLE, SHELL, SIGN, SPIKE, STATUE, STUMP, TABLE, TOWER, TREE, TREES, WALL, WATER

Enemies → BABA, BADBAD, BAT, BEE, BIRD, BUG, BUNNY, CAT, CRAB, DOG, FISH, FOFO, FROG, GHOST, IT, JELLY, JIJI, KEKE, LIZARD, ME, MONSTER, ROBOT, SNAIL, SKULL, TEETH, TURTLE, WORM

Player → BABA, BADBAD, FOFO, IT

Weapons → SWORD, STICK

Food → BANANA, BOBA, BOTTLE, BURGER, CAKE, CHEESE, DONUT, DRINK, EGG, FRUIT, FUNGUS, FUNGI, LOVE, PIZZA, POTATO, PUMPKIN, TURNIP

Other objects → BOOK, BOLT, BOX, CASH, CLOCK, COG, CRYSTAL, CUP, DRUM, FLAG, GEM, GUITAR, HIHAT, KEY, LAMP, LEAF, MIRROR, MOON, ORB, PANTS, PAPER, PLANET, RING, ROSE, SAX, SCISSORS, SEED, SHIRT, SHOVEL, STAR, STICK, SUN, SWORD, TRUMPET, VASE

Tips and warnings

The [grid] section must always be defined in the following order: size, encodings, data !

As for [element], its subsections can be defined in any order, and an [element] can be defined before [grid] and vice versa.

However, we recommend following the model provided in demo.map and adventure.map to keep your file better organized, but you can do it however you prefer.

Take into account the attack time of the enemies to balance your maps properly (or completely break them if you want to push the game to the extreme).

If you make any mistakes, the program will notify you. However, it will not tell you if, for example, you placed the player on an obstacle, so please be careful.

This manual is coming to an end, so we wish you a great game and good luck with creating your maps !