

Week 4 Document

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Death Escape

By structuring the game's data in separate files like this, we can easily modify or expand the game's content without changing the underlying code. For example, we could add new rooms, items, or characters by simply editing the corresponding data files, without needing to touch the game's source code. We've implemented examples of how this can be done in the game through JSON files.

Storyline.json

```
{
  "intro": "Jake is on a long lone road trip to visit his parents, but his car breaks down by the side of the road...",
  "epilogue": "Once he escapes, he finally sees real people who help him. He eventually makes it to his parent's home."
}
```

GameOver.json

```
{
  "game_over": [
    {
      "condition": "health_over",
      "message": "You have succumbed to your injuries."
    },
    {
      "condition": "time_expired",
      "message": "Time has run out before you could escape."
      "turns": X (going to be decided)
    }
  ]
}
```

Characters.json

```
{
  "name": "Jake",
  "age": 20,
  "health": 200
},
"npcs": [
  {
    "type": "zombie",
    "health": 35,
    "damage_min": 15,
    "damage_max": 40,
    "is_friendly": false
  },
  {
    "type": "friendly zombie",
    "health": 35,
    "is_friendly": true
    "shout": "geghfbeubsbdeg"
  }
]
}
```

Rooms.json

```
{
  "rooms": [
    {
      "name": "Attic",
      "first_text": "you are in the pitch-black attic, you navigate through musty
darkness,          the only sound is your cautious steps on creaking
floorboards...",
      "After_text": "you are in the attic"
      "times_entered" : Count
      "items": ["axe", "batteries"],
      "exits": ["Hallway(D)"],
      "zombies": 2
    },
    {
      "name": "Hallway",
      "first_text": "You are standing in a wide hallway leading to a closed room...",
      "After_text": "you are in the Hallway"
      "times_entered" : Count
      "items": ["riddle", "lockpick"],
      "exits": ["Bedroom"(W), "Office Room"(E)],
      "zombies": 3
    },
    {
      "name": "Basement",
      "first_text": "You descend into the basement, an impenetrable darkness
engulfs you..",
      "After_text": "you are in the Basement"
      "times_entered" : Count
      "items": ["front door key"],
      "exits": ["Living Room"(U)],
      "zombies": 4
    },
  ],
}
```

//More rooms will be added under here

```
]
}
```

Items.json

```
{
  "items": [
    {
      "name": "Front door Key",
      "location": "Basement",
      "description": "Unlock the front door for escape."
      "Game text": "Taken! The brass key feels cold and heavy in your hand."
    },
    {
      "name": "Flashlight",
      "location": "Kitchen",
      "description": "Required to navigate the dark basement."
      "Game text": "Grabbing the flashlight, you feel its weight in your hands, a
beacon against the encroaching darkness".
    },
    {
      "name": "Pistol",
      "location": "Bedroom",
      "description": "Jake's primary defense against zombies. Limited ammunition."
      Damage: 35
      "Game Text" "A pistol, this can do some serious damage."
    },
    {
      "name": "Axe",
      "location": "Attic",
      "description": "Jake's secondary defense against zombies."
      Damage : 20-35
      "Game Text": "You picked up the Axe. Its weight in your hands gives you a
sense of security"
    },
    / {
      "name": "Gun Safe Passcode",
      "location": "Office Room",
```

```

    "description": "Passcode used to access the pistol."
    "Game Text": "A passcode for a safe, did you see one earlier?"
  },

  //rest of items will be added here similarly
}

```

Verbs.json

```

{
  "Verb": "use (obj) on (obj2)" #use an item, like key,tool
  "Response": "You use the (obj) on the (obj2)"
  "No obj": What are you using?
  "No obj2": What exactly are you using (obj) on?
  "Hint": Maybe you can USE an object ON something else?
}
{
  "Verb": "take": #to pick up an item
  "Response": "You take the (obj)"
  "No obj": You take a piece of the air.
  "Hint": TAKE this hint with consideration.
}
{
  "Verb": "open": #open drawers, doors, cabinets,etc
  "Response": "You open the (obj)"
  "No obj": Congratulations! You opened... nothing!
  "Hint": You can OPEN the door to new opportunities.
}
{
  "Verb": "inventory": #checks your inventory
  "Response": "(items.character)"
  "Hint": What's in your INVENTORY?
}
{
  "Verb": "wield": #switch weapons
  "Response": "You switch from the (wield.character) to the (obj)"
  "No obj": I don't know what you're trying to wield.
  "Hint": Maybe you can WIELD something?
}
{

```

```
    "Verb": "attack": "#to use current weapon against zombie  
    "Response": "You attack with the (wield.character)"  
    "Hint": "You should probably ATTACK?"  
  }  
  //more verbs will be added here
```

Combat.json

```
{  
  "Gun": {  
    "message": "Headshot, the zombie is dead",  
    "Damage": "Zombie health -=35"  
  },  
  "Axe": {  
    "message1": "Bodyshot, the zombie is injured",  
    "Damage1": "Zombie health -= x damage",  
    "message2": "Lucky, your axe killed the zombie",  
    "Damage2": "Zombie health -= x damage"  
  },  
  "Zombie attack": {  
    "message": "Ow, that hurt, the zombie did x damage, you know how x health  
left",  
    "Userhealth": "Userhealth -=x damage"  
  }  
}
```