

## ADGP 105 Retro Game

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### Retro Game

#### What is this game?

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In Retro Madness there is a 4x4 grid of squares on a 2D Grid, which gives the player different locations to move in. In the world it contains the player's wife and there are land mines scattered around the map. These objectives are scattered in random parts of the grid, which gives the player room to explore and learn his surroundings. The player will play as a man who has one bullet left in his pistol that is intended to kill the Thief if he is stumbled upon. The man must find his wife and return back to the starting point successfully. This game brings a player into a world, which he can only use his sense to find his way around the grid.

#### Controls

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W - Moves the Player North  
A - Moves the Player West  
S - Moves the Player South  
D - Moves the Player East  
Q - Fires the Bullet

#### Instructions On How to Play

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1. The Player starts on a 2D grid, which gives the player 16 cells to move around and explore the area/
2. By using the controls listed above, navigate your character around the grid to find Gold and the Wumpus itself.
3. Avoid stepping on a landmine or it will blow your player up and restart the game.
4. Once you find the player's wife, make your way back safely to start of the game avoiding the thief if you haven't already killed it.

#### Objectives

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This game consists of two stages which allows the player to roam and develop an understanding of the game. In the first stage the player is trying to find his wife that was taken by a thief, which helps him indicate where the Thief is located at. Take note that once you travel on a square then you can simply remember that square is safe so you can step on it again. Once the player finds his wife, the signals aren't needed anymore, so the player should be able

to find his way back safely. The player has the option to kill the thief, but his main goal is to return back safely to starting point with his wife.

## Senses

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This game consist of character interactions, which help you navigate throughout the game.

When the player is at a point next to the Thief, he will begin to smell his wife's perfume.

When the player is at a point next to his Wife, he will use the sense of the thief to show that his wife is nearby.

When the player is at a point next to a land mine, he will sense that there is an explosive nearby.

When the player is at a point next to multiple items, it will sense multiple things surrounding him.

## Ending Statement

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I hope you enjoyed my version of The Wumpus World and explored the features held inside. This program was coded and ran in "Visual Studios 2015".

If you find a problem within the code, please contact me in person or by email.

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