Pirate Game’s User Guide

Required Program:

* You can activate the game in any Common Lisp program (ex: LispWorks, Allegro, GNU CLISP, Secure Shell (SSH) to UHunix, etc.).

How to activate the game:

* To start the game, you need to startup any Common Lisp program that you are using (ex: LispWorks, Allegro, GNU CLISP, Secure Shell (SSH) to UHunix, etc.) .
* Then you open the assignment6.lisp file to you program.
* Then you compile and load the assignment6.lisp file into the listener.

Game’s Objective

The objective of the game is to collect ALL of the treasure key pieces that are on different islands to combine it and form a treasure key to collect your treasure. But in order to collect them, you must defeat each enemy that is on these different islands with a specific weapon and not just any weapon. If you successfully defeat an enemy, you will have both a treasure key piece and a weapon to defeat the next enemy. Please beware that if you don’t have the necessary weapon to defeat your enemy, you will die!! and lose the game. Then after you get at least two treasure key piece you must combine them to get a half treasure key. Then when you get your third treasure key piece, you must combine it with the half treasure key again to get a three quarters treasure key. Then finally when you get your fourth piece, you must combine it with the three quarters treasure key to form a fully made “treasure key”. Then with that treasure key, you can open your treasure chest that is located at Hawaii.

Game Commands

*(game-start)* - to start the repl to the game.

*look* - to see your current location

*sail* (First, type sail, then a direction of where you want to go.) (Ex: *sail west*) – this

will sail you to the next location that you want to go to.

*inventory* – to see the items that you are currently holding.

*help* or *h* or ? – to get hints or help in this game.

*fight*-enemy’s name (ex: *fight-Morgan*) – to fight against the enemy.

Note: For each enemy, they have a specific enemy’s name that you must use listed below:

*fight-Morgan*

*fight-Mary*

*fight-Skeletor*

*fight-Willy*

*pickup item name* (ex: *pickup sword*) – to pickup an item

Note: Here are all the names of the item that you must use with for this game in the list below:

*treasurekey-piece1, treasurekey-piece2, treasurekey-piece3, treasurekey-piece4, half-treasurekey, three-quarters-treasurekey, treasurekey, sword, cross, grayskull, skeletor-sword, horcrux-sword, he-man-sword, lightsaber*.

*combine-half treasurekey-piece1 treasurekey-piece2* – to combine two pieces of treasure key to form a half treasure key.

*combine-three-quarters half-treasurekey treasurekey-piece3* – to combine the half treasure key with the third piece of the treasure key.

*combine three-quarters-treasurekey treasurekey-piece4* – to combine the three-quarters treasure key with the fourth piece of the treasure key.

*power-to-save sword cross* – to combine the sword and the cross to make a horcrux sword.

*i-have-the-power horcrux-sword grayskull* – to combine the horcrux-sword and the grayskull to make a he-man-sword.

*jedi-power he-man-sword skeletor-sword* – to combine the he-man-sword and skeletor-sword to make the lightsaber.

Map

You will start at the pirate’s lair.

Directions from pirate’s lair:

*east* – Rum Island

*west* – Skeletor’s Island

*north* –Mysterious Island

*south* – Blood Island

Directions from Rum Island:

*west* – pirate’s lair

*north-west* –Mysterious Island

*south-west* – Blood Island

Directions from Blood Island:

*north* – pirate’s lair

*north-east* – Rum Island

*north-west* – Skeletor’s Island

Directions from Skeletor’s Island:

*east* – pirate’s lair

*north-east* - Mysterious Island

*south-east* – Blood Island

Directions from Mysterious Island:

*south* – pirate’s lair

*north* - Hawaii

*south-east* – Rum Island

*south-west* – Skeletor’s Island

Directions from Hawaii:

*south* – Mysterious Island