

Progetto: TEXT-ADVENTURE

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1 Introduction

In this text-based adventure game, you find yourself in an ancient castle filled with mysteries. As you explore the rooms, you'll need to interact with various objects to unlock hidden passages and uncover secrets. Each area presents puzzles to solve, testing your observation skills and lateral thinking. Can you uncover all the castle's secrets and find a way to escape?

2 Dependencies

- software.amazon.awssdk:s3:2.25.58
 - com.google.code.gson:gson:2.8.9
 - org.slf4j:slf4j-api:2.0.9
 - ch.qos.logback:logback-classic:1.4.12
 - junit:junit:4.13.2
 - org.junit.jupiter:junit-jupiter:5.10.2
 - Apache Maven 3.9.6 or higher
- Java libraries** (java version: OpenJDK 22 or higher)
- javax.swing
 - java.security
 - java.awt
 - java.net
 - java.nio.charset
 - java.nio.file

3 Installation and setup guide

- download the game project from our [github](#)
- optional: if you want to enable cloud saving add a valid “config.dat” to the “src” folder

3.1 run with IDE

- open the project with your IDE and run the file ”CastleEscape” inside the “src\main\java” folder

3.2 jar executable

- double-click on the executable “CastleEscape.jar”

4 How to play

4.1 Start the game

When you start the game, a window displaying the main menu will appear. At the bottom of this window, you will find the *command bar* where you can input all the *commands* to interact with the game.

At this point, you will be asked a player name, then you can choose to start a new game or to load a previously saved game. To proceed, type **"new game"** or **"load game"** and press the Enter key on your keyboard.

Once a new game begins you can follow the in-game instructions to play.

4.2 Commands

You can type **help** to get a list of all the available commands in game.

Legenda: <> command parameter, "" command alias

- lookaround , "look" , "lk" : displays list of items in the current room;
- go <location / direction> : move to <location / direction> selected, shows list of available directions if no argument specified;
- pick <item> , "pk" : moves <item> to player inventory;
- drop <item> , "dp" : leaves <item> to current room storage;
- interact <item> , "ic" : allows interactions with <item>;
- use <item> : available after interact <item*>, uses <item> on <item*>;
- status : shows player inventory and health
- save : saves game state;
- exit : asks to chose between **save** to save and exit or **exit** to quit without saving;
- help : displays list of in game commands;

5 Game Content

5.1 Map

The game map consists of five distinct rooms: a central Hall and four additional rooms positioned on each side. The player can navigate between adjacent rooms. At the start of the game, two of these rooms are locked and can only be accessed by progressing through the gameplay and completing specific objectives.

5.1.1 Hall

The Hall is the central room where the player begins their journey. This room features four doors, one on each side, with two of them initially locked. Within the Hall, you'll find various intriguing objects: a candlestick, a note, a painting, and a suit of armour. Each item holds potential clues and secrets essential for unlocking new areas and progressing in the game.

5.1.2 Kitchen

The Kitchen is accessible from the start of the game and is situated to the east of the Hall. Inside, you'll find a cookbook, a bowl of soup, a pantry, and an oven.

5.1.3 Studio

The Studio is the other room accessible from the start, located to the west of the Hall. This room contains a sword, a carpet, a stuffed crane, and a desk with drawers. These items may provide crucial clues and tools to aid in your journey.

5.1.4 Laboratory

The Laboratory is located to the south of the Hall. Inside, you'll find a desk with drawers, a strange computer, a hammer, and a skull.

5.1.5 Dungeon

The Dungeons are located to the north of the Hall and house the castle's prisons and a gateway. This area holds dark secrets and crucial information that may be essential for your quest.

5.2 Solution

Disclaimer: SPOILER ALERT

The following paragraph contains a solution for completing the game. We highly recommend skipping this section if you have not yet completed the game.

Disclaimer 2: There is no single sequence of commands required to complete the game. The following is provided as an example of an efficient strategy.

```
go kitchen
interact soup
pick key
interact cookbook
pick recipe
go hall
interact door
use key
```

go studio
interact carpet
pick key
go hall
use key
go studio
interact drawer
pick leaflet
go hall
interact computer
use recipe
interact machine
use leaflet
interact drawer
pick gloves
pick acid
drop gloves
pick hammer
go hall
interact gate
use acid
go dungeons
interact left-cell
use hammer
interact gateway