

BACKGROUND

- We made the decision to write the project in C++ in order to capitalize on the use of classes, object-oriented programming, inheritance, and polymorphism which drove the flow of the game. While we are both proficient in C++, the design and logic driving the game presented an interesting challenge as we sought to implement a fantasy world that met the project requirements.
- We used C++ object-oriented programming to make our project as efficient as possible. Our main class, Game class, has one simple loop that run. The reason our game works with one loop is due to the fact that all our support classes are derived from parent classes. The parent class objects are the ones passed through the loops of the game. This allowed us you take advantage of polymorphism and inheritance to minimize the amount of work needed to be completed and be efficient with our resources.
- Inspiration was taken from current games and hit fantasy movies and television shows, but overall the theme of the game was our own. The design of the framework of the game came easier than expected, but the creation of the actual storyline was more of a challenge than we are proud to admit. But as we narrowed down on a general theme of the game, and started off on an idea we liked, the rest of the game started writing itself.

- Agaros and the Cursed Realm incorporates fantasy, heroism, death, and adventure in a perfect blend to keep the user engaged, and curious enough to want to find out what happens next.

AGAROS and the Cursed Realm

```
1.New Game
2.Load Game
>> []
```



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AGAROS AND THE CURSED REALM

Text-Based Adventure Game for OSU CS467 Online Capstone Project

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```
Game.cpp > G:\Game\src\Game\Game.cpp
// Get user input.
userInput = parser->parseInput(output1, output2, output3);

// If a hero command is entered such as, Save, Health, Map.
if (userInput == "HERO") {
    heroCommands(output1, curRoom, hero);
}

// If a item is placed with a preposition on a feature
else if (userInput == "itemFeatureDROP") {
    curRoom->itemFeatureDrop(output1, output2, output3, hero, itemArray);
}

// If a direction is entered e.g. "NORTH", "LEFT".
else if (userInput == "DIRECTION") {
    curRoom->changeRoom(curRoom, output1, displayRoomDesc, hero, roomArray);
}

// If a single verb is input e.g. "LOOK"
else if (userInput == "VERB") {
    curRoom->interactVerb(curRoom, roomArray, output1, hero);
}

// If a verb and feature are entered e.g. "LOOK AT THE TREE"
else if (userInput == "verbFeature") {
    if (output2 == curRoom->getFeature1())
        curRoom->interactFeature1(output1, hero, itemArray, roomArray);
    else if (output2 == curRoom->getFeature2())
        curRoom->interactFeature2(output1, hero, itemArray, roomArray);
    else {
        text->print("There is no " + text->toLowerCase(output2) + " around.\n", 1);
    }
}

// If a single feature is input, such as "BOOKSHELF" shows the "look"
else if (userInput == "FEATURE") {
    if (output1 == curRoom->getFeature1())
        curRoom->interactFeature1("LOOK", hero, itemArray, roomArray);
    else if (output1 == curRoom->getFeature2())
        curRoom->interactFeature2("LOOK", hero, itemArray, roomArray);
    else {
        text->print("There is no " + text->toLowerCase(output2) + " around.\n", 1);
    }
}
}
```

```
You look up and see a thatched roof, which
has the same look and texture as Linota's hair. A fire crackles loudly.
Light reflects on the filled bookshelf covering one wall.
You look to the east and see an old door made of rotten wood. It is barely hanging on
by its hinges and beyond the small sliver that is open you see movement about a town.
>> bookshelf
The bookshelf is full of worn books, covering the shelves from floor to ceiling.
One book catches your eye. It has a leather cover, covered in dust, and looks like its about to break apart.
The book has a history, or so I've told. My ancestor was said to be part of the Order long ago.
He would always get into trouble. One day, he must have secrets from the Lord King to see The Order's sacred artifacts.
Well one of secrets stole a spell book hanging a trapped demon and unfortunately let it loose in the town. It was a nuisance.
My ancestor was killed war, but left with this book in secret. It's meant to tell the origin of the Order, but it's in a language I don't understand.
All it has brought my family is trouble and shame. Give it if you wish.
You stare at the Ancient Book with a familiar sensation in your chest.
You take it and put it in your bag...
>> inventory
Enter Ancient text, without language.
>> map
None world map
-----
Linota's
Room
-----
You are currently in Linota's home
```

```
OK, I will call you Frankie.
You are in a bare one-roomed hut. The walls are a pocked display of mud and stone.
You look up and see a thatched roof, which
has the same look and texture as Linota's hair. A fire crackles loudly.
Light reflects on the filled bookshelf covering one wall.
You look to the east and see an old door made of rotten wood. It is barely hanging on
to its hinges and beyond the small sliver that is open you see movement about a town.
>> go right
You hesitantly walk out of Linota's, scared of a world you know nothing about,
but terrified of not knowing who you are..
You hunch your shoulders and brave a new world as you walk away from Linota's and follow the path into town.
(Fresh is scattered across the land, and the sounds of a lively town grow louder.
You pass a sign that says, "Welcome").
You are in a small town with a few stone buildings and a small market. People scurry around miserably.
As you look about you see an old man mumbling to himself. To your east you hear the rush of a river.
The foul smell of livestock drifts from a farm to the south of town. To the north, past the crumbling
buildings, you see the sun glazing over a vast desert wasteland.
>> go south
You hunch your shoulders and soldier on as you leave the sounds of the market of Helahaven behind.
Pain races through your head as the feeling of a memory flutters to the front of your mind.
....
....
....
You are standing in an open green field.
A rushing river winds through the land into the forest.
You are covered in sweat and mud from practicing your swordsmanship,
blade an extension of your arm moving like water through the air, with the occasional burst of flame shooting out..
In the distance is a magnificent castle where the King and The Order Elders reside..
Thunderstorms gather in the horizon.
Your childhood friend Adelina, rushes to greet you..
Her ivory bow slung across her back, the plants around her coming alive to greet her as she passes..
Frankie, I've been looking for you everywhere.
The council has made a decision! Queen Helen will lead the hunt for the Demon Agaros minions terrorizing the Wasteland!..
Queen Helen is going herself! This Demon must be powerful if the leader of The Order is leading the hunt..
Agaros is a Greater Demon, so he can't exist in this realm without a host.
But if we let his minions unchecked, they are sure to find him a host in no time..
You gaze out towards the wastelands, wondering what facing a demon of that magnitude must be like.
Thunder crackles in the distance, the wind pick up, and rain starts pouncing the castle as the storm arrives..
....
....
....
You are currently in Linota's home
```

DESCRIPTION

Named after a Duke of Hell, Agaros and the Cursed Realm is a text-based adventure game that follows a hero's journey as they seek to recover their memory, and in doing so, stop the demon Agaros from overtaking the realm.

Agaros and the Cursed Realm presents a first person, text-based view as you guide the Hero through virtual rooms across a realm in search of truth and justice. We have implemented a text parser which allows the user to enter simple commands like "Go East" to more complex commands, "I want to talk to the old man", and analyze, interpret, and perform the action the user has inputted.

Further progress into the game slowly reveals deeper secrets and hints that allow the user to complete their mission and save the realm.

FEATURES

- Room descriptions provide enough details to assist the user in identifying interactable features, item, and directions.
- Each room contains multiple features that can be interacted with using an assortment of actions, such as "Swim in the stream" or "Hit the bookshelf".
- A variety of items are found throughout the game that will assist the Hero/user in their journey or are required in order to advance to the next room or fight an upcoming demon/enemy.
- Interactive fight sequences allow the user to be engaged in one-on-one combat scenarios in which the enemy is completely automated.
- Puzzles and riddles await the hero, which must be solved in order to save the realm.
- Use of color helps identify keys features, items, and characters.
- Parser class algorithms interpret and execute user commands based on a large library of verbs, features, and items we have incorporated into the game.
- Save and load functionality has been implemented to allow the user to stop the game at their leisure, and resume when warranted.
- Implementation of event monitoring triggers key scenes that add to the story and gives the user a deeper understanding of the world they are in.