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.

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AGAROS and the Cursed Realm

1.New Game
2.Load Game
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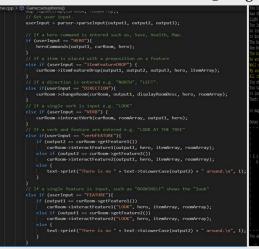


AGAROS AND THE CURSED REALM

Text-Based Adventure Game for OSU CS467 Online Capstone Project

Matthew Saunders - saundema@oregonstate.edu

Francisco Muniz - munizf@oregonstate.edu





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On. I will call you freaker.

Wow are in a how one concound hat, The walls are a pecked display of sud and stone,
You look up and see a thatched roof, which
has the same look and returns a situate's hair. A fire crackics loadly.
Light reflects on the filled booshad covering one wall.

In the same look and returns a situate's hair. A fire crackics loadly.
Light reflects on the filled booshad covering one wall.

In the same look and the same
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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.