Gracie Carver-Dews

Project 2

C.S II

**Level A**

* 13 functioning rooms w/ 4 traditional exits
* 4 of the 13 rooms are item rooms
* There 20 total different items.
  + Each room is required to have a certain type of item and there are 5 types of each item (weapon, book, energy drink, and personal object).
  + Those 5 types of items all have a different effect on stats when used by the character.

**Level B**

* Depending on the type of item effects how much it weighs. The player can leave the item in the room, take it (as long as inventory isn’t full), drop an item already in inventory, or use an item after it has been taken.
* Monsters in Basement & Attic have 2/3 keys required to win. Attack & investigate commands were implemented to allow player to do those commands.
  + Investigate: Allows the player to look at the type of monster and its stats. (There are 10 different types of monsters in the game randomly selected to be 3 monsters).
  + Attack: Roll a set of 6 sided dice depending on the stat count of the category the player chooses to roll in. The creature/person with the lower sum gets a stat dropped 1.

**Level C**

* Locked door (or in this game- chest), is already implemented as part of the winning process. Get all three keys from the monsters and move into the Mystery Room where the chest is located and you win!
* Magic Transporter Room (TARDIS)- A room that is added after about 4 turns, the TARDIS transports the player back to any already discovered rooms.
  + This room uses was made to work within the Special Room class which inherits from Room.
* The Trap Door is presented as a room that when triggered, drops all the players stats by one. This room also is part of the Special Rooms class.

**Level D**

* In addition to the two rooms in C that inherit from Room, the BossMonster Class is inherited from Monster. Unlike the regular monsters, this object can move and attack by itself. It also has different values for being alive and spawning.
* A character selection screen with 12 (really 13) different options is available to change up different beginning stats. The user inputs a number which is turned into an integer to give the correct stats for the player chosen.
* Events are triggered when the player walks into an undiscovered room or when a certain amount of turns occur. They can either be normal events which have predetermined stat effects or roll events which rely on the stat count in a predetermined category.
  + There are 20 normal events and 20 roll events which are randomly selected.

**A Map (or not)**

* The rooms are randomly generated which means there is no map. We spoke about how I could make it so a certain seed is generated, so I tagged all the situations with random use with //LIZ if you want to modify those for grading and such ☺

**Command Sequence**

* There isn’t an exact command sequence since a lot of it has random elements but this should work-
  + Go to ‘file’ and turn on unlimited buffering
  + When prompted type ‘12’ to choose a character with boosted stats.
  + Go east and attack monster until told it is dead and the key is taken
  + Go west twice and do the same thing.
  + Go east and then just go north from there until ‘The Owner’ appears. Then just go south. The room he is in will be printed so he is not hidden. Attack each stat until he’s dead and then you should get the prompt about all the keys being discovered.
  + Go north or south depending on where the Mystery Room was discovered at or just keep going north until it is discovered.
  + As soon as the Mystery Room is entered with all keys, you win!
  + Note: the TARDIS will teleport the first time but not the second so it shouldn’t cause too much deviation from the ‘just go north’ plan.