User Manual

# 1 game overview

This section of the user manual will give the reader a brief summary of the game and its contents.

## 1.1 Summary

The game is written to reflect a medieval fantasy setting. The game starts by the player awaking in front of a haunted house that belongs to a mad scientist.

The players mission is to wander through and around the haunted house looking for items and talking to different characters in the game looking for clues in how to complete the mission without dying.

The player initially starts the game outside where the player has the option to move around outside trying to find their way to the house. The map is comprised of a number of traps, rooms, passageways and areas that are all available for the player to discover while moving through the game. The player will be able to formulate an accurate depiction of what lies in each direction relating to the current position they are in by looking around, where the game will give them a brief description of their surroundings without giving too much away.

# 2 using the game

This section of the user manual will give the reader an understanding of the user interface and the terminology used in the game.

## 2.1 User Interface

The user interface is a basic console that will resemble “Command Prompt” on a Windows machine and “Terminal” on a Linux machine. The game is played by the player entering commands and receiving feedback based on those commands. If a player enters an invalid command they will be prompted to enter the command “help” which provides a detailed description of each command available to the player.

## 2.2 Terminology

### 2.2.1 Commands

The game has eleven commands the player can use. They are as follows:

* Move
* Drop
* Grab
* Type
* Talk
* Look
* Help
* Quit
* Crank
* Unlock

### 2.2.2 Directions

The game has six directions the player can move. They are as follows:

* North
* East
* West
* South
* Up
* Down

### 2.2.3 Items

The game has eleven items that the player has an opportunity to pick up and use. They are as follows:

* Fish Food
* A Gear
* A Weight
* A Helmet
* A Key
* A Pile of Bolts
* Rat Poison
* A Rubber Tube
* A Stick
* Papyrus
* A Quill

### 2.2.4 Characters

The game has three characters that the player may talk to. They are as follows:

* Mad Scientist
* Little Boy Duck
* Father Duck

# 3 how to’s

This section of the user manual will give the reader a summary of

## 3.1 How to Start a new Game

When the player launches the game, they will be prompted with a message that says: “‘L’ to Load game ‘N’ for New game or ‘Q’ to quit”. At this point the player will want to enter the letter ‘N’ upper or lower case, and a new game will start.

## 3.2 How to Load a New Game

When the player launches the game, they will be prompted with a message that says: “‘L’ to Load game ‘N’ for New game or ‘Q’ to quit”. At this point the player will want to enter the letter ‘L’ upper or lower case, and will then be prompted with a message that asks for their name. The player will enter their name, and the game will look for that players previous game. If the player has a previous game, it will be loaded. Otherwise the player will be notified they do not have any saved games, and will be prompted again.

## 3.3 How to Use Commands

The game commands are used as follows:

* Name: Move
  + Arguments: A Direction
  + Description: Moves player to room in corresponding direction.
  + Example: > Move West
* Name: Drop
  + Arguments: An Item
  + Description: Drops corresponding item from the players inventory.
  + Example: > Drop Helmet
* Name: Grab
  + Arguments: An Item
  + Description: Adds corresponding item to players inventory.
  + Example: > Grab Stick
* Name: Type
  + Arguments: A Number
  + Description: Certain room(s) may require this action.
  + Example: > Type 1234
* Name: Talk
  + Arguments: A Character
  + Description: Communicate with characters throughout the game.
  + Example: > Talk Scientist
* Name: Look
  + Arguments: None
  + Description: Look around the current room.
  + Example: > Look
* Name: Help
  + Arguments: None
  + Description: Displays a detailed help message.
  + Example: > Help
* Name: Quit
  + Arguments: None
  + Description: Prompts user to save game.
  + Example: > Quit
* Name: Crank
  + Arguments: None
  + Description: Certain room(s) may require this action.
  + Example: > Crank
* Name: Unlock
  + Arguments: None
  + Description: Certain room(s) may require this action.
  + Example: > Unlock

## 3.4 Winning

The game is won when the player has collected the four items that the Mad Scientist requests. The player will need to maneuver through the game, talk to the Mad Scientist in order to find out which items he needs. Once the player knows which items they need they continue their way through the game searching for the requested items. Once the player has collected the necessary items they are done the game.

## 3.5 How to Quit the Game

When the player is done and wants to quit the game, they will enter the command ‘quit’. The player will be prompted with the message: “’Q’ to Quit or ‘S’ to save”. From there the player simply needs to enter ‘Q’ upper or lower case and the game will end.

## 3.5 How to Save the Game

When the player is done and wants to quit the game, they will enter the command ‘quit’. The player will be prompted with the message: “’Q’ to Quit or ‘S’ to save”. From there the player simply needs to enter ‘S’ upper or lower case and they will be prompted to enter their name. Once the user enters their name, the game state is saved to a file and the game will end.