

# Adventure

## Introduction

When we run the program, it will start in the original room, *lorry*. And every time we come to a room, our program will print the information of the room, including the name of the room, the number of exists, and names of exists. **e.g.** "Welcome to the lorry. There are 4 exists: east west up down. "

Then it will print a message, "Please enter your command: ", prompting you to type the exit you want to go to. Seeing this, you can enter the command "go east" to go the east command if possible. If the exit you entered is not valid or the command does not start with go, then it will cause an error and our program will prompt you to enter again.

If you meet the princess, it will cause related dialog. Finding out the princess, you can return to the original room *lorry* then you win the game. Meanwhile, if you meet the monster, then you die and the game is over. During the game, the position of the princess and the monster is generated randomly and unknown to the player.

## Test

- Case1:

Meet the monster, then we lose.

```

Welcome to the lorry. There are 4 exists: east west up down
Please enter your command: go east
Welcome to the Room 100. There are 2 exists: west up
Please enter your command: go up
Welcome to the Room 101. There are 2 exists: up down
Please enter your command: go up
Welcome to the Room 102. There are 2 exists: up down
Please enter your command: go up
Congratulation! You have found the princess.
Princess: Oh my hero, I hate such a dirty place. Please take me to return to the lobby as fast as possible. Don't forget to keep away from the monster!
Welcome to the Room 103. There are 2 exists: up down
Please enter your command: go up
Welcome to the Room 104. There are 3 exists: east west down
Please enter your command: go east
Welcome to the Room 105. There are 2 exists: west up
Please enter your command: go up
Welcome to the Room 106. There are 2 exists: west down
Please enter your command: go west
Welcome to the Room 107. There are 3 exists: east west down
Please enter your command: go west
Welcome to the Room 108. There are 2 exists: east west
Please enter your command: go west
Welcome to the Room 109. There are 4 exists: east west up down
Please enter your command: go down
Bad! You encounter the monster. GAME OVER!
```

- Case2:

## We successfully save the princess.

```
Welcome to the lorry. There are 4 exits: east west up down
Please enter your command: go up
Congratulation! You have found the princess.
Princess: Oh my hero, I hate such a dirty place. Please take me to return to the lobby as fast as possible. Don't forget to keep away from the monster!
Welcome to the Room 100. There are 2 exits: east down
Please enter your command: go east
Welcome to the Room 101. There are 2 exits: west down
Please enter your command: go west
Oh my god, why are we still here?
Welcome to the Room 100. There are 2 exits: east down
Please enter your command: go down
Congratulation! You save the princess and return to the lorry successfully!
```

- Case3:

## Some invalid commands or exit names.

```
Welcome to the lorry. There are 4 exits: east west up down
Please enter your command: go east
Congratulation! You have found the princess.
Princess: Oh my hero, I hate such a dirty place. Please take me to return to the lobby as fast as possible. Don't forget to keep away from the monster!
Welcome to the Room 100. There are 3 exits: east west down
Please enter your command: east
There isn't such a command that you entered.
Please enter your command: go north
There isn't such a exit that you entered.
Please enter your command: go west
Congratulation! You save the princess and return to the lorry successfully!
```