MacEwan UNIVERSITY | COMPUTER SCIENCE

CMPT 201 Fall 2023
Project - Terminal RPG

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Lab Time      : 2 hours and 50 minutes
Due date      : A week from the time of release
Lab Weight    : 9% (Milestone 1)
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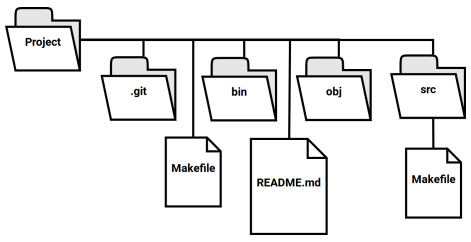
The goal of Milestone 1 is to 1) get your group defined, 2) setup the layout of your project, 3) Get plans set for your project, and 4) code the splash screen and the layout for your levels.

Project Overview:
The project will be to create a simple 3rd person adventure game that can be played within a terminal environment. One example of a terminal game is nethack. To accomplish this, the ncurses library will be used to control terminal IO. Each week a milestone will be provided in-lieu of a typical lab assignment. The milestones are cummulative so it is important to complete the previous week's task.

Question 1 [5]: Form a group of at most 2. Inform your lab instructor of your group members. Your lab instructor will then provide you with a group number. If a group is not formed by the end of the lab period, your lab instructor will create a group for you.

Question 2 [5]: Create a folder for your game (no spaces in name). Inside the folder create the following layout. Next, setup your initial global git configurations which include: name, email, editor, and default branchname (using git config). Next initialize your git repository (using git init). Each group member should attempt to do this but only one will be used for the project.



Question 3 [10]: Develop the basic idea for your game. Some things to think about are: What is the goal for each level. What is the overall goal. What do the levels look like. What are items in the game. Place the answers to these questions in a README.md file under a section named "GAME PLAN". Add and commit this file to your project (git add, git commit).

Question 4 [10]: First create a main program which initializes the ncurses library (must be used). At this point add a getchar() command to prevent the game from exiting until a key is pressed.

Question 5 [20]: Next, create a splash screen for your project. It should contain the Game's name, some context to the game, as well as any instructions on how to play the game. The splash screen should be shown until a player hits some key on the keyboard. Note: ASCII art generators are a fun way to add text graphics to your splash screen :-). The splash screen itself should be contained within a function named splash_screen(). Add a call to your splash_screen in your main program.

Question 6 [50]: Finally, code the levels for your game. There should be at least 3 levels. Create a function named `display_level(int i)` which will display level i on the screen. Levels should be at most 30x80 (to fit into a standard terminal). Levels must include boundaries. Levels can include other objects (eg. rugs, tables, windows, grass, trees, mountains). Add a call to your first level in your main program after the splash screen exits.