

Cave Adventure

100 points

Your assignment is to write a program to help rid the Village of Programming Gods and Goddesses from the evil goblins of the Northern Caves. They are in great need of your help so please take on this challenge.

To get rid of the goblins you must perform three adventures which will grant you access to your ultimate destination, *the depths of the cave* where you need to complete your final mission.

These will not be easy tasks as in each one of the access ways lies in wait an evil monster that must be killed in order for you to gain access to the next level. However, the goblins are smart and they want to trick you, so in each access way they have hidden a treasure. If you try to access the next level without the treasure, you will be killed and have to start all over again. Therefore, you cannot leave an access way without first grabbing the treasure or you will fail in your mission. If, however, you find the treasure before slaying the evil monster, you can take a much needed snooze before moving on to slay the monster. Whilst you are snoozing, you will dream and in your dream sing “Old MacDonald had a farm”. On this farm you will find {cows, sheep, pigs and chickens}. However, the order in which you dream about them will vary each time you sleep.

Easy you think? Well, there is a catch. In one of the access ways (and we don’t know which one), there is a pretend second treasure. The goblins will try to trick you to think you still need to find it, and if you go for it, then you will be forced to perform a penance before moving on.

Once you enter the depths of the cave, slay the monster and gain the last of the three treasures, you can complete your final mission which is (drum roll please...) to generate a poem. You see at the heart of each God is a special word and, you must ask them to each give you their special word. Although we can assume that there are no more than 100 gods, we don’t know exactly how many there are, so you must continue to ask until there are no more villagers. Once all the villagers have each entered their special word, the program will generate a random poem of all the words entered. Upon this poem being displayed, the Village of Programming Gods will be freed of the goblins and the world will be a safe place again. **However**, as each god is unique all the words must be unique or else the goblins will come back to destroy the Village. This would not be good because the world is in desperate need of these programming gods and goddesses!

Cave Adventure 100 points

Sample Run of the Program:

Brave knight!!! What is your name? **Christine**

We are in need of your help, Christine!

Our village is being overrun by the goblins of the Northern Caves.

We need you to defeat them!

Will you accept the challenge (Y/N)? **Y**

Thank You Thank You Oh brave knight, are you ready to enter the mouth of the caves (Y/N)? **N**

.... Please, please help up brave knight, are you ready to enter the mouth of the caves (Y/N)? **Y**

You are now entering the mouth of the cave, what would you like to do?

- 1) Attack the evil goblin and clean all the cob webs
- 2) Pick up the golden sword

>> **1**

You slayed the evil goblin and are still alive, what would you like to do?

- 1) Move on to the next adventure
- 2) Pick up the golden sword

>> **2**

You have picked up the gold sword and are still alive, you can move on to your next Adventure!

You have ventured deeper into the cave, what would you like to do?

- 1) Attack the evil wombat and turn off the goblin's water supply
- 2) Pick up the golden shield

>> **2**

You have picked up the treasure, now go rest before continuing the mission.

Old MacDonald had a farm e-i-e-i-o, and on this farm he had a cow e-i-e-i o, with a moo-moo here and a moo-moo there here a moo there a moo everywhere a moo-moo, Old MacDonald had a farm e-i-e-i-o..... etc.

Great! You are awake and rested what would you like to do?

- 1) Attack the evil wombat and turn off the goblin's water supply
- 2) Pick up the silver tray of life

>> **2**

They tricked you into picking up a second treasure, your penance is to sing the Twelve Days of Christmas.

Cave Adventure

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On the first day of Christmas my true love gave to me, a partridge in a pear tree

On the second day of Christmas my true love gave to me, two turtle doves and a partridge in a pear tree.

On the third day of Christmas my true love gave to me, three French hens, two turtle doves and a partridge in a pear tree. Etc.....

Great! You have done your penance, what would you like to do?

- 1) Attack the evil wombat and turn off the goblin's water supply
- 2) Pick up the silver tray of life

>> 1

Oh brave knight, you were not tricked and have killed the evil wombat, what would you like to do?

- 1) Move on to the next adventure

>> 1

Great! You have now reached the depths of the caves, what would you like to do?

- 1) Attack the hobgoblin lord
- 2) Pick up the golden helmet

>> 1

You slayed the evil hobgoblin lord and are still alive, what would you like to do?

- 1) Move on to the final mission
- 2) Pick up the gold helmet

>> 2

You have picked up the golden helmet and are ready to move on to your final mission.

Are you ready for the final mission (Y/N)? Y

Village Idiot #1, what is your special word? **professor**

Village Idiot #2, what is your special word? **miserable**

Village Idiot #3, what is your special word? **worst** Continue until some special character is entered to indicate the end.

Generate the poem made up of a random selection of the special words entered and you are DONE!

Summary:

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The three adventures are to:

- 1) Enter the mouth of the cave and clean up all the cob webs
- 2) Go deeper into the cave and turn off the water supply
- 3) Reach the depths of the cave, and perform the poetry of life

In each of the three adventures, you must:

- 1) Slay the evil monster
- 2) Get the hidden treasure

The three treasures are:

- 1) golden sword
- 2) golden shield
- 3) golden helmet

The three evil monsters are:

- 1) evil goblin Marcel who guards the golden sword
- 2) evil wombat Limpian who guards the golden shield
- 3) hobgoblin lord DivaDon who guards the golden helmet

The choice of penance:

- 1) Sing the 12 days of Christmas (any variation)
- 2) Perform 5 random math equations

A couple of special cases:

- 1) If you get the treasure before killing the evil monster, you get to take a snooze. While you snooze, you will dream about singing the song Old MacDonald had a Farm. The song should be sung using a random ordering of animals.
- 2) In one of the adventures (and you don't know which one), you will be given an option to take a second treasure. If you fall for it, you perform a penance before moving on.