Advent



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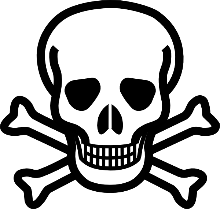
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# Warning

This game includes violent scenes and traumatizing scenarios that may induce an epileptic seizure in a very small percentage of individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family has an epileptic condition, consult with your physician prior to continuing your venture with this game. If you experience any of the following symptoms while playing the game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming the play. YOU HAVE BEEN WARNED

# Introduction

Advent is single player game that put your cognitive and problem solving skills to test. Player will travel through 4 different environments where they will capture the sacred gems of the world. Environments are as follows:

1. Forest
2. Village
3. Cave
4. Castle

The player will have health that will be increased or decreased during the game. Player can carry items such as potion, super potion and bombs. When the player consumes potion then the health will be increased. Enemies can be attacked by fire, ice, quake and master sword in addition to the basic attack. Player will lose health during the fights. Once the player has captured all the gems, they will use their powers to defeat the fearsome dragon that torments the Land of Torvald. Player must fight many battles and win them to become much stronger to fight the greatest opponent.

# System Requirements:

## Hardware requirements:

* 3 MB RAM
* 10 MB Hard disk space
* At least 32-bit CPU
* Recommended CPU clock speed 1.0 Ghz or more
* Last but not least, an AC, because the intensity level of this game is going to make you sweat

## Software requirements:

* Any operating system that is supported by g++11 compiler
* 32 bit version of the operating system
* G++11 installed
* Make installed if you will be tinkering with the game’s code and recompiling.

# Running the Game

This game is coded in c++ and compiled using g++11 compiler. The class that drives the game is *advent*. Run this class in a terminal and let the games begin!

# How to play?

This is a text based adventure game. All the interaction is done via the wonderful terminal window. You enter commands using the QWERTY keyboard. There is an in-game help option available to you at all times that can tell you what your options are at any point in the game. To enter your choices or so called commands, you just need the type the appropriate command and hit enter. No spaces or any other weird characters and you will be just fine.

## Commands

|  |  |
| --- | --- |
| **a** | Starts the fight or attack when already in the fight |
| **b** | You bomb to attack |
| **Q** | Exit the environment |
| **h** | Prints the help on the screen |
| **i** | Shows player’s inventory list |
| **p** | Player uses potion to gain health |
| **s** | Player uses superpotion and gains more health than the potion |
| **x** | View current health |

# How to win the Game

Game will be won if you pass all the environments and defeat the dragon in the end. For a player to be able to do this, he needs to have adequate health and skills.

# Tips and Tricks

* Make sure you keep all the environments in mind. If you end up using too much health in one round, you might not have enough for the next round