Text Based Adventure

Object Oriented Programming

Basic Scenario

The Basics: You are an adventurer/treasure hunter with a lead on a vast hoard of gold hidden in a remote castle. Your goal is to find the castle and the treasure in it. There will be decisions on direction, encounters with non-player characters and possibly wild animals.

Health points can be tracked or not (depending on whether or not we want to code that in the game). If we track health points, they can either be assigned by giving a set number, or by using a random number generator. (Combat encounters can also be included if health is tracked.)

Before the adventure starts, the player will be asked his/her name. (Can be used in the text output (especially in the statement for the outcome of the game.)

Text examples: (using the player name of Dave that was entered at the beginning of the game) “Congratulations Dave, you successfully completed your adventure and retrieved the treasure” or “Sorry Dave, you fell into pit full of spikes and died on impact.”

Gear carried on the adventure: torch, implements for starting a fire, shovel, weapon (knife or sword, mostly used to cut back vegetation), pack, rope, canteen and hatchet.

I made notes in parenthesis as I wrote this. Anything mentioned in the parenthesis is either a decision needing to be remembered or something that can be used or not. One example is the picture of Fred Sanford faking a heart attack that I put in parenthesis after the player dies in the game. I put that in thinking it would be funny.

Background info for the start of the adventure: You are at your home in a seaside village, repairing damaged gear from a previous treasure hunt. That hunt was moderately successful, as you gained enough gold from it to replace your worn out hatchet and purchase some new gear to supplement your current gear. While cleaning your shovel, a long time contact and fellow adventurer appears at your door. Joe seems excited about the news he brings. Before you can get a word out, he tells you that he has the lead of a lifetime. You ask what he’s talking about, and he tells you that he got a tip on the location of the treasure of the fabled Knights Templar. You remind him that people have been looking for that legendary treasure for many years with no luck and that nobody knows what the treasure of the Templars is, if such a treasure even exists. He reminds you that the Templars treasury was found empty after the king of France had the Templars rounded up and arrested and that the treasure had to go somewhere. You agree that it’s a valid point, but such a treasure could be hidden anywhere in the world. Joe reaches into his pocket and pulls out an old book. He tells you that very few people have seen this book and that it has valuable information on finding the treasure, including a possible starting point. He also says that in exchange for the information in the book he wants to join you on the expedition. You tell him that the journey could be dangerous and ask if he’s sure. You take the next couple of days to go over the book and make plans.

After getting everything together, you and Joe head to the port to book passage to the country indicated in Joe’s information. Once you reach the port town in that country, you set out toward the countryside to find more information to lead you to the location of the treasure. After a few miles walk, you reach a crossroads. The road continues straight ahead while also branching off to the left toward a thick forest and to the right toward a small lake. Do you continue straight ahead, go left toward the forest or go right toward the lake?

Right Toward the lake: You decide to head toward the lake. As you approach the lake, you notice some boats in the water, probably fishermen trying to make their living on the lake. You also notice some young girls on the shore and in the shallow water near the coast. One of the girls notices you and Joe and approaches. She introduces herself as Connie telling you that she and the other girls are doing their laundry and asks about you and Joe as you are strangers. You explain that you and Joe are on a quest, careful not to give away the object of your quest. Joe tells her that you are looking for information about this area that could help on the quest. Connie indicates that her village is a little ways down the road off to the right and the one of the village elders might have some useful information for you. You also notice a road off to the left, which seems to lead back to the road you were previously traveling. Do you head to the right to the village or take the road to the left?

Road to the right: You decide to head to the right and see if you can get some information in the village. Once you reach the village, you head to the town square. In the town square, there are merchants selling their goods and a group of old men off to one side possibly reminiscing about their youth and old times. Do you talk to one of the merchants or the old men to try to get some information?

Talk to merchants: You think that the merchants must travel to sell their goods, so they might know something. Unfortunately, the merchants only know the trade routes and which goods sell better than others. You thank them for their time and decide to go talk to the old men.

Talk to old men: You think the old men have probably seen a lot and probably have more information than the merchants, so you approach them. You introduce yourselves and tell the old men that you are on a quest, looking for something of value, careful not to give away what you seek. One old man tells you his name is Saul and that there is an abandoned castle some ways on the other side of the river. Saul believes that you could at least find some information there to help you find what you are seeking. You thank Saul for the information and head south out of the village toward the river. After a few miles, you approach a bridge. The bridge appears to have seen better days, but it is your only way across the river. As you and Joe cross, Joe stops to get a drink from his canteen. You start hearing sounds like cracking coming from the bridge and start running to get to the other side. You make it across in the nick of time, but Joe isn’t so lucky. The bridge collapses, and Joe lands in the water and drowns. After catching your breath and giving Joe a silent goodbye, you continue down the road and come to a fork in the road. The road turns to the left and to the right. Also, in between the forks there is a pile of stones with something peeking out from underneath. Do you take the right fork, the left fork or investigate the pile of rocks before making that choice?

Investigate the rocks: You decide to investigate the rocks, thinking their might be some kind of information there that could help in your quest. The corner of a flat stone is sticking out of the pile, so you transfer the stones from the pile into another pile to unbury the flat stone. Once you reach the flat stone, you find two more next to it. All three seem to fit together to create a picture with a message. The picture is of a castle with a crusader cross on it, and the message says that there is something of enormous value hidden in the castle, if you are worthy of finding it.

Right fork: You take the right fork which leads to a thick forest. As you head deeper into the forest, the road becomes a trail before disappearing completely. You are hopelessly lost in the woods. (Player name) your game ends here.

Left fork: You take the left fork which leads on for quite a distance. It’s an easy journey and allows you to reflect on what has happened so far (including the clue at the last intersection if you investigated the pile of rocks). You eventually come to an intersection. The road continues on ahead of you and branches off to the left, in the general direction of the river you just crossed. Going back toward the river would make no sense so you keep going straight on down the road. Shortly, you come to another crossroads. The road leads to the right, the left and straight ahead. Straight ahead you see an old castle, which is what you have been trying to find. You continue straight to the castle. (Go to the castle approach segment.)

Road to the left (from the lake): This road does take you back to the main road. Once you reach the main road, you turn to the right as turning to the left would be going back toward the village you left and would make no sense at all. After traveling a distance you approach a bridge. You notice a group of men near the bridge. The men notice you as well, and they draw their weapons and run at you and Joe. (This could be a combat encounter, if we want to implement that in the game.) The men are tough but not very smart. You survive the encounter, but Joe is mortally wounded and dies after a few minutes. Before he dies, he makes you promise to finish the quest. You make a hasty grave for your friend and then cross the bridge. A short distance away from the bridge, you come to the crossroads. The road to the right leads to a small village, and the road to the left leads to a small forest.

Left toward the forest: You decide to head toward the forest. After a short distance you reach the forest and enter it. The road into the forest seems fairly well defined, so you and Joe follow it to a crossroads. At the crossroads, the road leads straight ahead or off to the right. Off to the left of the crossroads, you see a small cottage and hear singing coming from inside it. Do you investigate the house, follow the road straight ahead or take the road to the right?

Investigate the cottage: You and Joe decide to investigate the cottage to find out who is singing. As you approach the door of the cottage a beautiful young lady turns and notices you two and invites you in. She introduces herself as Daria, and you two introduce yourselves. Daria invites you two to stay for a meal, which you accept. As she prepares a simple yet elegant meal, she continues her singing. Your mind is still on the quest, but Joe becomes entranced with the singing. During the meal, a family of large bears, smelling the food, crash into the cottage. All three of you are killed. (Player name) your game ends here. (Go to Fred Sanford picture here.)

Continue down the road: As you continue straight ahead, the road turns into a trail before disappearing completely. Not long after the road/trail disappears, you and Joe find you are completely lost in the woods. (Player name) your game ends here.

Take the road to the right: You take the road to the right. Eventually you exit the forest and continue down the road. The road starts heading up an incline only to end at a dead end. Below you, a river races by. There is no way to cross it, so you backtrack to the crossroad in the forest. (Remembering the events from this fork.)

Straight ahead (first crossroads of game): You decide to head straight down the road, passing some merchants heading to the port town you just left. Presently, you see one cart broke down on the side of the road. One of the men with the cart approaches you and Joe asking for assistance in fixing their cart’s broken wheel. He introduces himself as Logan and his partner as Wade. Logan also has his young daughter Laura with him. As the three of you approach the cart where Wade and Laura are waiting, Logan explains that he and Wade were able to fix the wheel but need help lifting the corner of the cart so the wheel can be put back on the cart. You two assist Logan and Wade getting the wheel back onto their cart and then ask if either knew of an abandoned castle. Wade says he has heard tales of a castle off in the distance on the other side of the river, but he has never been there and cannot confirm the authenticity of the tales. You thank them for their information and continue down the road passing a crossroad leading back to the lake.

Straight on toward the bridge: After traveling a distance you approach a bridge. You notice a group of men near the bridge. The men notice you as well, and they draw their weapons and run at you and Joe. (This could be a combat encounter, if we want to implement that in the game.) The men are tough but not very smart. You survive the encounter, but Joe is mortally wounded and dies after a few minutes. Before he dies, he makes you promise to finish the quest. You make a hasty grave for your friend and then cross the bridge. A short distance away from the bridge, you come to the crossroads. The road to the left leads to a small village, and the road to the right goes through a small grove of trees.

Road to the right: You choose the road to the right. As you head down the road, you see little of interest. Suddenly the road comes to a T junction with the road heading to the right back in the general direction of the river or to the left. Do you go to the right or to the left?

Left road: You choose the road to the left. Shortly, you come to another crossroads. The road leads to the right, the left and straight ahead. Straight ahead you see an old castle, which is what you have been trying to find. You continue straight to the castle. (Go to the castle approach segment.)

Right road: The road to the right takes you to another T junction. The road turns to the left and back the way you came. Also, in between the forks there is a pile of stones with something peeking out from underneath. Do you take the right fork, the left fork or investigate the pile of rocks before making that choice? (Go to whichever part is chosen, the options are in sections immediately after the leaving the village section).

Road to the left: You choose the road to the left, thinking you might get some information in the village. As you approach the village, you notice it is a small village with a few merchants in the market and a lot of people working the land. A small group of children run up as you enter the village. You ask if there is a village leader or elder, and the lead boy points out a building at the head of the market as the house of the village elder. He even takes you to the house and introduces you to Sid, the village elder. You tell Sid that you are looking for an old castle, and he tells you to follow the road straight through the city which will take you to a crossroads, and to head left at the crossroads, which will take you to the castle. You thank Sid for his time and his information and head through the village towards the crossroads. (Go to the Castle approach).

Castle approach: (Player name) you have reached an old abandoned castle that is in surprisingly good shape. The drawbridge is partially up but low enough that you can climb onto it. Once on the drawbridge, you notice the gate is open. You think “this is an odd place to find a potentially priceless treasure, but there could be some information in here to help locate it.” You cross the courtyard and enter the main keep of the castle. Once inside the door, besides a ton of cobwebs stretching into the darkness, you notice three corridors. You light your torch and decide which way to go. Do you take the corridor leading to the right, the corridor leading to the left or the corridor going straight ahead?

Right Corridor: Unfortunately, the corridor leads to a dead end. However, at the end is a painting. Do you ignore the painting (which could hold valuable information) and immediately return to the last junction, or do you look at the painting and then return to the junction?

Ignore Painting: You turn around and return to the previous junction, ignoring the painting.

Check out Painting: You hold your torch up and look at the painting (why would this be left behind?). It is a painting of a throne room (could it be the throne room of this castle?) with two candle holders one on each side of the throne. On the throne is an image of a man who looks surprisingly like John Stamos. The candle holder to the right of the throne is bent forward and a black spot is shown on the wall a few feet to the left of the throne. You make a note of what the painting showed. (This will be used later!)

Back at main junction: (Remember the outcome of going right, left or both if you did) Do you go straight, to the right or to the left?

Left Corridor: The corridor leads around a corner and there is a door to the right. Do you continue down the corridor or open the door to the left?

Open door: You open the door and enter the room. There are a number of beds in the room, as well as tables and chairs, and empty racks standing off to the side. This is the room where the castle soldiers slept or hung out when off duty. The racks appear to have held weapons at one time, but the weapons are gone now. Presumably the men who slept in this room, likely the garrison that guarded this castle, took the weapons with them when the castle was abandoned.

Continue down the corridor (remembering the events of the room to the left if you entered it): As you continue down the corridor, you see another corridor off to the light. Shining your torch in both directions, you see that both end in stairways. Do you continue toward the stairs straight ahead or turn and head to the stairs to the right?

Stairs to the right (also if you go down these stairs after taking the stairs straight ahead remembering the events from those stairs): You turn to the stairs to the right. As you descend, you notice a foul stench coming from the chamber ahead. Once you reach the bottom, you find a few old torches in the room and use yours to light them. In the torch light, you notice some prison cells along the right wall and the left wall and a door straight ahead that you believe leads to the torture chamber. You have found the castle dungeon. To confirm your suspicions you cross the room and enter that door to find numerous implements of torture. Nothing in this dungeon helps with your treasure hunt. You return to the hall upstairs and then continue to the other set of stairs (remembering what just happened, unless you’ve already gone to stairs straight ahead, then you return to the first junction in the castle remembering the events of both).

Stairs straight ahead (remembering the events of the stairs to the right if you went that way first): As you approach the stairs, you notice an alcove to the left. In the alcove is a statue of a knight with a young maiden hiding behind him. The knight is fighting off two mean looking werewolves. Perhaps this statue was to inspire the men who guarded this castle when it was occupied and too heavy to move when the castle was abandoned long ago. You descend the stairs to a large, mostly empty chamber. A couple of barrels in the corner hint at what this room used to be. As you examine the barrels, you detect the smell of old wine. Apparently, this was the storeroom for the castle. As you explore, you find a room attached which is the kitchen of the castle. The ovens are stone cold, and there are no traces of food being prepared here in a very long time. In the corner of the kitchen is a spiral stairway leading upward. Unfortunately, the stairway has collapsed above and there is no way to climb it. You retrace your steps back to the junction between the stairways (remembering what just happened, unless you’ve already gone to stairs to the right, then you return to the first junction in the castle remembering the events of both).

Main junction straight ahead (remembering the right, left or both forks if necessary): As you carefully walk down the main hall of the castle, you think this castle must have looked amazing in its heyday. The cobwebs and dirt give it a rundown look now though. Shortly you come to two corridors leading off the main one. One leads to the right and the other to the left. Determined to find as much information as you can in this castle, you decide to explore both corridors before continuing along the main one you are currently exploring. Do you take the one to the left first or the one to the right?

Left corridor: You choose the left corridor first (or remember the results from the right corridor if you chose that one first). As you head down the corridor, you come to a staircase heading up to a second floor. As you climb, you notice some of the timbers have fallen and blocked the staircase. There is no way forward, so you retrace your steps, cross the main corridor and continue to the right.

Right corridor: You choose the right corridor first (or remember the results from the left corridor if you chose that one first). As you head down the corridor, you come to a staircase heading up to a second floor. Once you reach the top, you come to a set of apartments. These could either be the residence of the former owners or guest apartments. There are no furnishings left, but there are a few statues remaining. Apparently, they were too heavy to move when the owners abandoned the castle. One is of a regal looking king. Another is of a queen reclining on her couch. The third is pair of young maidens bathing. The final statue is of a priest, which sits next to the door to a private chapel. Next to the chapel, is a door leading to a stairway. You conclude this stairway must lead to a kitchen of some sort, since the owners of a castle certainly wouldn’t cook their own food or have guests cook their own food either. They have servants for that. The evidence of a private chapel leads you to believe that this is the residence of the former owners. A search of the apartments nets no new information, but you decide to check out the chapel anyway. While searching the chapel, you find little besides dust and cobwebs. Then you notice a gold cup in an alcove behind the altar. Why would anyone leave this gold item behind? As you close in on the cup, you realize it is a stone cup painted gold. You reach to pick it up to examine it and find it is attached to the alcove. However, it tilts forward and you hear a sound behind you. You turn around and find an opening under the altar. The opening exposes something. You bend down to find a stone tablet with carving on it. You place the tablet on the altar and wipe the dust off it. Carved into the tablet is a message: “A great treasure with immense significance awaits the one who finds it and is worthy. If you find this tablet, you may be worthy of it.” Well, this is good news. You found something. The tablet itself is too heavy to carry, so you record the note and retrace your steps.

Back to main corridor: After exploring the left and right corridors, you proceed down the main corridor to a grand throne room. Other than a huge marble throne with candleholders built into the wall on each side, and a few large statues, there is little else in the room. In the wall on the left, you see a door leading to a stairway. A quick examinations shows it is a spiral staircase (like the one leading up from the kitchen, if you went there). You descend the stairs and come to a platform, which leads to two other staircases. One staircase leads up and the other down. The one heading down is broken (you conclude it goes to the kitchen, if you already visited there). The other leads up, to the residence area that you already explored. You return to the throne room and examine the throne itself. You think to yourself, old castles like this usually have secret passages and hidden chambers. Remembering the cup in the chapel upstairs you wonder, could either of the candleholders unlock a passage and if so which one? (This is where that painting comes into play, if the player looked at it!) Should you pull the left candleholder or the right candleholder? (If you looked at that painting, you already know which one to choose.)

Left Candleholder: You chose poorly. The floor opens below you and you fall to your death. (Player name) your adventure is over. (Go to Fred Sanford picture here.)

Right Candleholder: You chose wisely (or if you examined the painting, you chose the one shown in it). You hear a locking mechanism open and then see an opening in the wall to the left of the throne. You approach the passage and enter it. After a few feet you come to a staircase and head down it. After a number of meters, you come to a junction. The passage leads straight ahead with passages off to the right and to the left. Do you continue straight ahead or explore the left or right passage?

Right passage: The right passage goes straight for some distance leading under a huge arch, which appears to be under the castle wall itself. This turns out to be an escape tunnel that the owners built in case the castle was ever under siege. You come to the end, which is blocked. You find a stone that can be pushed, which you believe will unlock that door to exit the castle, but there is no point leaving yet (unless you want to quit), there is more to explore in this castle. You head back to that junction to decide whether to go left or continue down the corridor you were already exploring.

Left passage: (Remembering whether you went right or not before taking this passage) you choose the left passage. As you reach the end of the passage, you see something shining on the wall. This grabs your attention. As you approach the object, you step on something in the floor. This was a trigger stone. The floor disappears beneath you revealing a pit full of spikes. You fall to your death impaled on spikes. (Player name) your adventure is over. (Go to Fred Sanford picture here.)

Continue down the central passage (to the finish, and remembering the right passage if you took it): As you walk down the passage it occurs to you that if there is a treasure here, there would probably be a death trap or two to keep out any would be treasure hunters. You explore the walls, ceiling and floor as you continue cautiously down the passage. Midway down the passage, you find small holes in the wall on the left and a raised stone on the floor. Do you step on the stone, drop something on the stone or just step over the stone and continue?

Step on the stone: REALLY!?! You’re actually going to step on the stone and trigger it yourself? You really think you’re faster than whatever trap this triggers? Good luck with that! You step on the stone, but the trap is faster than you are. Your body is pierced by arrows and you fall to the ground dead. (Player name) your adventure is over. (Go to Fred Sanford picture here.)

Step over the stone: As you step over the stone, noting its location, you trip over the stone triggering the trap. Your body is pierced by multiple arrows as you fall to the ground dead. (Go to Fred Sanford picture here.)

Drop something on the stone: You realize that stepping on the stone could trigger a trap, and stepping over it would mean having to remember where it is in case there is no way out this way. You backtrack to where you found a decent size piece of stone, pick it up and carefully work your way back to where the raised stone is. You reexamine the holes in the wall, noting that they start at about 3 feet and stop at about 6 feet. You crouch down, place your stone on the raised stone and carefully back away. As the raised stone recedes into the ground, a volley of arrows comes through the holes and hits the wall on the other side. You wait a couple of minutes, and notice that no other arrows launched. You can safely proceed down the passage. You reach the end of the passage, which is a huge vault. In the vault are chests full of gold and priceless gems. There is also a gold chest with gold angels on the top. Could this be the fabled Ark of the Covenant? You find a smaller gold chest next to it. You open the chest and find two items inside, a stone cup and an old linen sheet. You open the linen sheet to find it contains the image of a man wearing a crown of thorns, who was both scourged and crucified. There is only one person in history who fits that description, Jesus Christ. Could the shroud is the burial shroud of Jesus? If so, could the cup, the same kind of cup a carpenter’s son would have used in Biblical times, is the fabled Holy Grail, the cup used by Christ at the Last Supper? Player name (using the name the player entered at the beginning of the game) you have hit the jackpot and successfully completed the game!