

CPSC 2720 Spring 2023

Under Us

A Sea Exploration Adventure
(The Hunt for the Lost Sea Culcumber)



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Contents

Contents 2

Chapter – 1 Game Overview 3

Chapter – 2 How to Play Our game? 4

Chapter – 3 Troubleshooting Guide 10

Chapter 1

Game Overview

Game's Plot

- You are in a Submarine stuck in the middle of the ocean. The reactor of the Submarine is broken and needs fixing.
- It is your goal to help and fix the problems in and around the submarine.
- Explore the ship, talk with your Crew Members and find a way to fix the Submarine and get it moving again.
- **Main Goal:** Find 'Shipparts', 'Reactorparts', and 'Tools' under the Ocean and 'fix' the [Reactor] of the Submarine. All the required items can be 'pickup' in the [Cave]. Input 'fix' in the [Reactor], when you pick up the required items and have them in your inventory, to win the game. You get a bonus score if you finish the *side quests* before doing so.
- **Side Quests:**
Two of the NPC's ask to retrieve items for them. If you 'pickup' said item into your inventory then input 'finishquest' near them, you can complete the quest.
[Chef]: He asks you to get a [Seacucumber] from underwater. You can pick it up from the [Reef] and hand it to them by inputting 'finishquest'.
[Captain]: He asks you to get a [Medal] as treasure. You can pick it up from the [Cave] and hand it to them by inputting 'finishquest'.

Game Map

Infirmary (0)	Top AirLock (1)	Barracks (2)
Hallway End (3)	Elevator (4)	Bridge (5)
Reactor (6)	AirLock (7)	Storage (8)
Reef (9)	SeaLock (10)	Cave (11)

Rooms in Game

1. HallwayEnd
2. Reactor
3. Storage
4. Barracks
5. Infirmary
6. TopAirlock
7. Sealock
8. Reef
9. Elevator
10. Airlock
11. Bridge

Items in Game

1. ReactorParts
2. ShipParts
3. Sea Cucumber
4. DivingGear
5. AirTank
6. Tools
7. MedKit
8. Patch

Non-Playing Characters in Game

1. Chef
2. Medic
3. Captain

Chapter 2

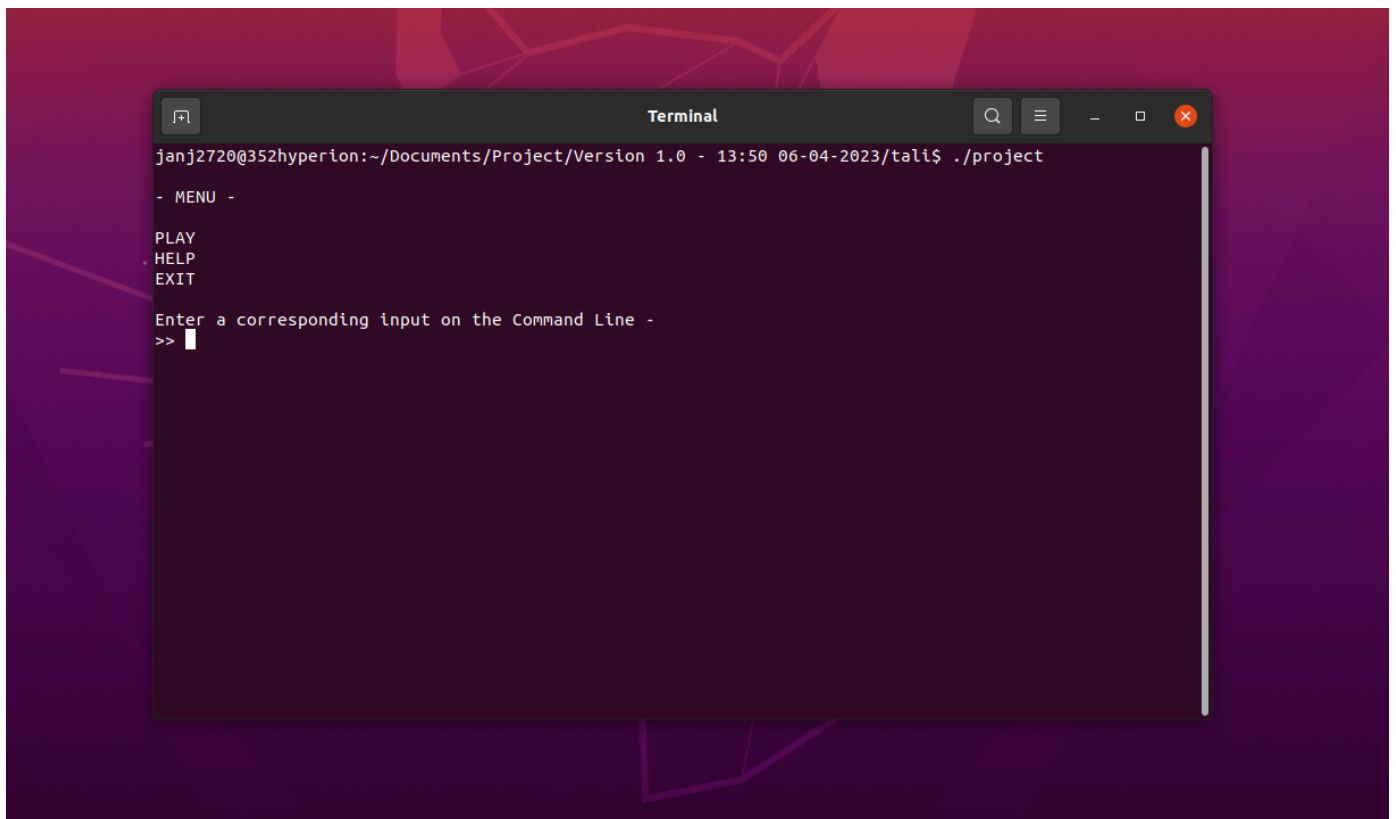
How to play our game?

****Capitalization of Input *doesn't* matter ****

1. Once you start the game, The main menu will be appeared and there will be 3 choices: -

Menu Commands:

- **Play:** Moves from the Menu and starts playing the game.
- **Help:** Outputs all the recognized commands, and what it does, when ***playing the game***. Can also be typed during play time.
- **Exit:** Asks if you want to quit out the game, quits if typed 'yes', goes back if types 'no'. Can also be typed during play time.

A screenshot of a terminal window titled "Terminal" with standard window controls. The terminal shows the command prompt "janj2720@352hyperion:~/Documents/Project/Version 1.0 - 13:50 06-04-2023/tali\$./project". The output displays a menu with the text "- MENU -", followed by "PLAY", "HELP", and "EXIT" on separate lines. Below the menu, it says "Enter a corresponding input on the Command Line -" and then a prompt ">>" with a cursor. The terminal background is dark, and the text is light-colored.

2. If you type "play" as an input, the computer tells the story of what is the situation of the game and what you have to do to win the game.

It will also output the recognized commands you can type in the game. The same output you get when you type 'help'

```

Enter a corresponding input on the Command Line -
>> play

- UNDER US -

You are a crew member in a submarine stuck in the middle of the ocean.
Its reactor is damaged and in need of fixing.
It is your goal to help and fix the problems in and around the submarine.
Explore the ship, talk with your Crew Members,
and find away to fix the Submarine and get it moving again.

Good luck! Try to avoid danger!

- COMMON COMMANDS -

* This is a list of words you can type while playing the game *

Look: Shows a description of the room

U, D, L, R: Moves you either Up, Down, Left or Right. Depending on the letter.

Fix: Fix anything broken with items in your inventory

PickUp: Take item in the room

Drop: Drop item in your inventory

Talk: Talk with the person in the room you're currently in.

GetQuest: Get a quest from the person in the room.

FinishQuest: Finish the quest given by the person in the room. You must have finished the criteria before for it to be successful.

FillAir: Fill the air in the Airlock

Help: Shows all commands that is accepted in the game.

Exit: Exits out of the game

- END OF COMMANDS LIST -

```

In-game Commands:

Look: Outputs the description of the room, where you can move to, and if it may have items you can pickup

U, D, L, R: Directional options for moving between rooms. The **Look** commands will tell directions you're allowed to go, otherwise you might just hit a wall.

U = Up, D = Down, L = Left, R = Right.

Talk: Outputs the dialogue for the **NPC** in the specific room you are in. Some NPCs will also give you a **[Quest]** objective you have to do. Getting the item then giving it to them when inputting **FinishQuest** should let you complete it.

Pickup: Let's you Pick up an item in the room. It requests which item you want, and if there are none, or don't want to pick up anything, type '*cancel*' to stop the interaction.

Drop : Let's you drop an item from your inventory into the room. It requests which item you want to drop, and if there are none or don't want to drop anything, type '*cancel*' to stop the interaction.

FinishQuest : Finish the quest given by the person in the room. You must have finished the criteria, for example getting an item, before for it to be successful

Fix : Fix anything broken inside the current room with an item in your inventory.

FillAir : Fill the air in your Air Tank. Oxygen will deplete if you don't and you may die as a result of not doing this.

Heal : Heals the player's HP (Health Points). Can only be done if the **Player** has a **Medkit** in their inventory and is in the **Infirmary** where the **Medic NPC** is located.

Help : Outputs all the recognized commands, and what it does, when *playing the game*. Can also be typed during play time.

Exit : Asks if you want to quit the game, quits if typed 'yes', goes back if types 'no'. Can also be typed during play time.

3. Once you are on ship then, your starting location is the [Surface Airlock] room, and you will get the description of that room. After that, you have to input what you want to do.

```
> Currently in the Surface AirLock
> You notice that there are many ways out of this room:
> Up,Down left or right.
> you also notice some crates which could contain items inside
```

You can move by typing '**U**', '**D**', '**L**' or '**R**'. The description of the room will tell you the allowable movement options. If you type an allowable option you will move rooms.

```
>> l
> You move left
> Currently in the Infirmary
> You notice that there is one way out of this room:
> east
> you also notice the Medic is here, and is able to heal you
> but sadly the ship is low on medical supply
```

If you type in a direction that doesn't have an exit, you'll hit something and lose some health as a penalty.

```
>> l
> you walk east, and crash into a IV drip, tumbling to the ground
> and injuring yourself
> Health:90
> Currently in the Infirmary
> You notice that there is one way out of this room:
> east
> you also notice the Medic is here, and is able to heal you
> but sadly the ship is low on medical supply
```

4. like if you saw a Captain and you want to talk with him just type "talk". You will get some quest from the captain, and you can use that to collect items.

You will also get information about the exits which you can use to get out of the room and the room has the walls. If there are no-exits if you move east and there is no exit then, you will puddle hitting your head with a wall. If you hit your head from the wall then, your health will decrease by -10. There are 2 possibilities that you could die in the game. I) run out of oxygen ii) run out of health.

```
>> u
> You decide to start jumping and end up slipping,
injuring your self
> Health:90
> Currently in a End of Hallway
> You notice that there is only one ways to move
> right.

>> █
```

5. If you enter any room there may be items in it, just type "pickup" and it will ask you what item you want.

```
>> d
> You enter the elevator, and hit the down arrow.
after a few moments you feel the cabin stop and the doors open.
> Currently in a Elevator Room
> You notice that there are many ways out of this room:
> Up,Down left or right.
> you also notice some crates Which could contain items inside

>> █
```

```
>> pickup
> Please select and item from the given list
> or input cancel to stop transfer:
Items:
> airtank
> This air tank ensures you'll have enough air to explore even the darkest depths,
granting you the freedom to discover the mysteries that lie beneath the waves.

>> █
```

If it gives you an item and its description just type the name of the item and it will be put into your inventory. If there are no items listed, or you don't want to pick anything up, you can leave the interaction by typing 'cancel'.

Examples -

Cancel:

```
>> cancel
> Picking Up item cancel
```

Pickup:

```
>> airtank
> You Pickup airtank
```

6. If you talk to the **[Chef]** or **[Captain]** NPC they need items for their quests. For example the Chef asks for a Sea Cucumber you can 'pickup' somewhere in the Ocean. If you have it in your inventory you can complete the quest by typing 'finishquest'.

It will increase your bonus score for the end of the game.

```
>> talk
[Chef]:
Ahoy sailor!
Quite the pickle we've got ourselves in aye?

[Quest]: Could you be a pal and find me a [Sea Cucumber]?
From what've been told there should be some living somewhere [Undersea] around here
Before you go, make sure you got yourself some [Airtanks]
Before you go underwater.

>> finishquest
[Chef]:
Aha! Thank you sailor!
Quite the specimen you got there.
I'll take it of your hands here.
If you got any more free time I'm sure there's other stuff that needs helping around the sub.

Your bonus score is: 50

>> █
```


7. The below image demonstrates using the 'Fix' function to repair the Reactor room with the needed items and win the game. The function will not work if you do not have the required items.

Depending on if you did the side quests, and the score you get out of it, the outcome after winning the game is slightly different.

```
>> fix
> You decide try and repair.
> You have the needed: reactorparts
> You have the needed: shipparts
> You have the needed: tools
> Using the items gather you manage to fix it
!- [GAME WON] -!

You've won the game!

Good job! You got back to land safely.
However your crew mates look disappointed going home empty handed.
I wonder if you could have helped them in some way?

Would you like to:
Play Again?: Type 'menu'
Exit?: Type 'exit'

>> █
```

Chapter 3

Troubleshooting Guide

1. For Troubleshooting we have a help menu where you can find all commands which are acceptable for the game.
2. Help: - you could type anytime if you are stuck in the middle of the game. It will print all the commands which you could write with description.

Known Errors and Bugs

1. There is a known error with picking up and stacking multiple copies of the same Item. Caused by the player inputting the 'Pick up Item' command multiple times on the same item, instead of stacking the items, it instead replaces the previously held item with the new one. Can be prevented by not picking up the same Item more than once.