Manual

Gameplay

The game is set in three different levels of the hospital:

- the ground floor
- the first floor
- the second floor

Each floor has rooms, where you can find items and fight the monsters called "Nightmares".
When you start the game, the screen will display the main menu, where you can choose:

- to start a new game
- to load a pre-existing game
- to delete a pre-existing game
- to show the list of pre-existing games

Find the key for the exit room to complete the game.

Command List

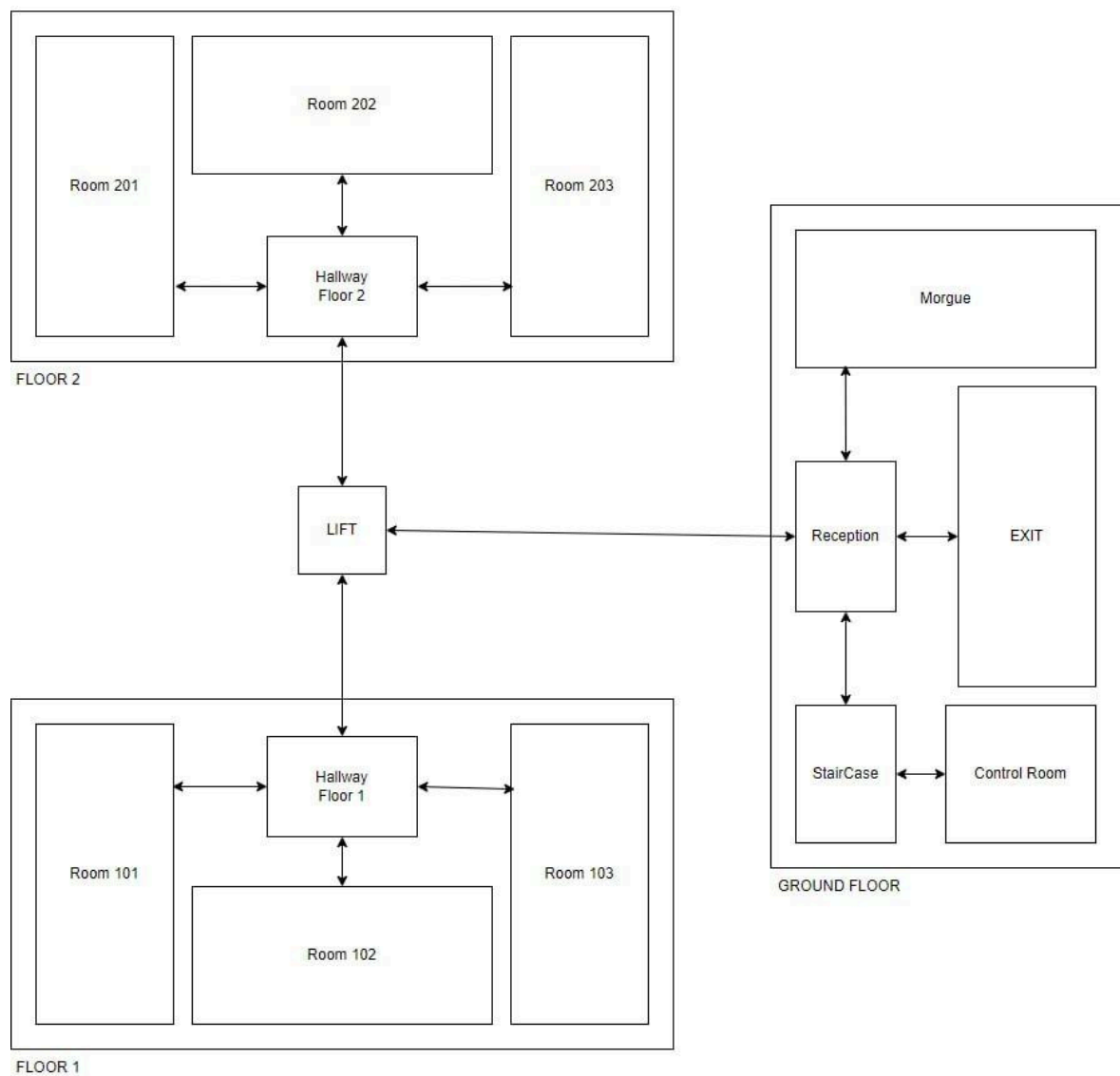| Command	Argument	Description
help	-	Display lists of commands
newGame	-	Initialize new game session

loadGame	name of the game session	Resume a pre-existing game session
save	-	Save the current game session progress
move	room name	Allow the player to move to available rooms
look around	-	Show list of object in the room you can interact
interact	name of the item	Allow the player to interact with items in the room
inventory	-	Allow the player to see the list of items in the inventory
attack	-	Allow the player to attack the monster in the room
use	name of the item	Use the item in the inventory

Game map

FLOOR 2
- Room 201
- Room 202
- Room 203
- Hallway Floor 2

GROUND FLOOR
- Morgue
- Reception
- EXIT
- StairCase
- Control Room

LIFT

FLOOR 1
- Room 101
- Room 102
- Room 103
- Hallway Floor 1

Dependencies

• Jupiter: 5.10.0

• Javafx: 21.0.4
• software.amazon.awssdk: 2.20.4
• jackson: 2.15.2
• junit: 4 or higher
• Apache Maven: 3.9.6 or higher

Installation and setup guide

• download the game project from github or otherwise, if you have git by typing in where you want the repository:
git clone https://github.com/LimeiGuan/Text_Adventure_Game

• download and open an IDE of your choice then open the project previously downloaded/cloned

• run the file "GameUI" inside /src/main/java/hospital folder by clicking on the green arrow