

# 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

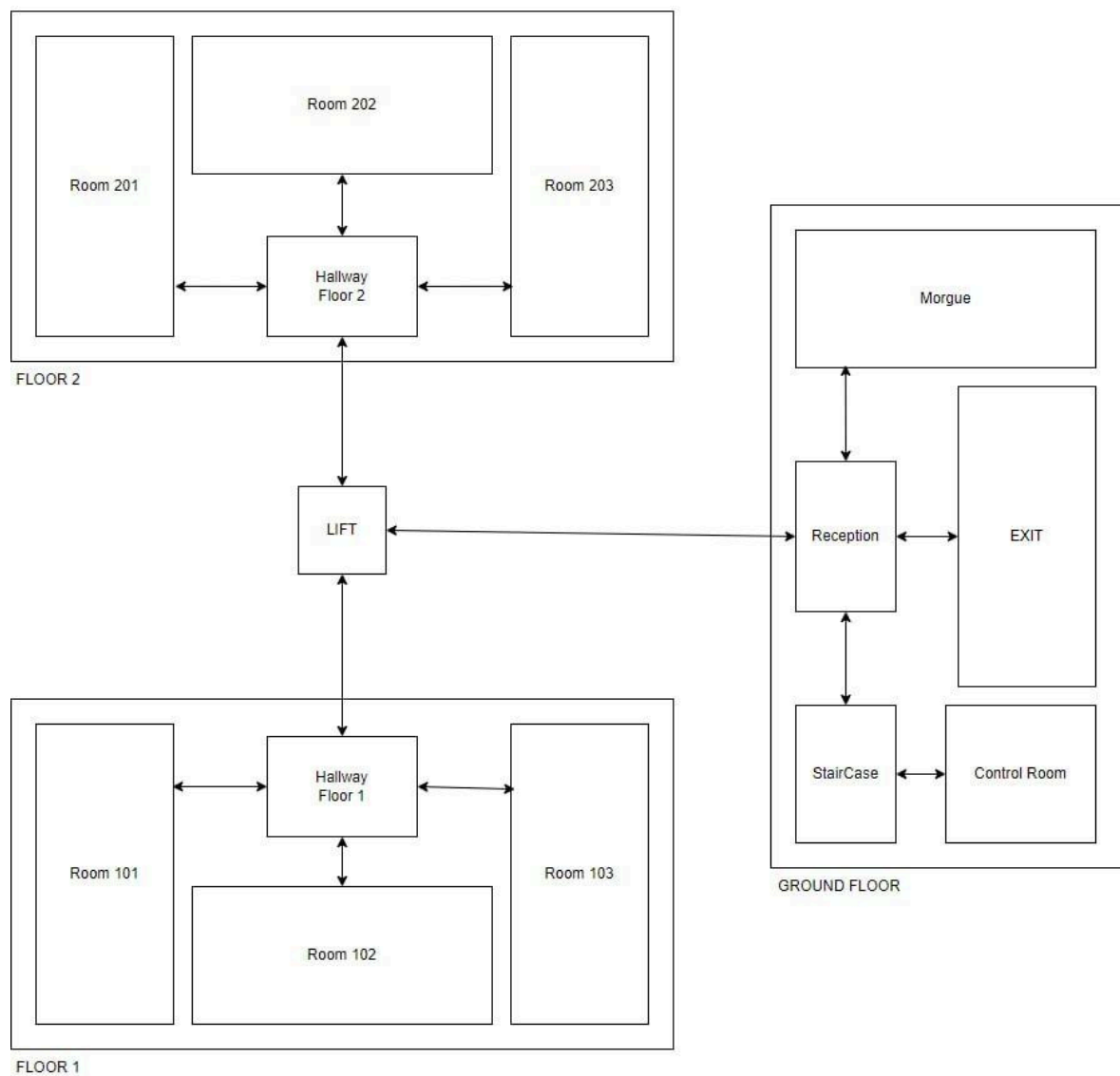
<b>loadGame</b>	<b>name of the game session</b>	<b>Resume a pre-existing game session</b>
<b>save</b>	<b>-</b>	<b>Save the current game session progress</b>
<b>move</b>	<b>room name</b>	<b>Allow the player to move to available rooms</b>
<b>look around</b>	<b>-</b>	<b>Show list of object in the room you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

exit

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Allow player to exit the game

## Game map



## 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](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