

Project 2

Game: Text Adventure

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Introduction

This program is a simple text adventure where you are trapped in a 5 room dungeon trying to escape.

Gameplay

You will be able to choose from 3 classes Mage, Knight, and Monk. Each has different abilities exclusive to their class. Monk has the ability scan, which allows you to scan an enemy's health. Mage has the ability to cast 3 spells, Fire, Thunder, and healing magic. Knight has the ability to defend from attacks.

Version 2

```
if(d=='a' || d=='A') {  
    j='a';  
    s=20;  
    m=0;  
    h=200;  
    player->str=20;  
    player->mana=0;  
    player->health=200;  
    player->cVal=1;  
}  
if(d=='s' || d=='S') {  
    j='s';  
    s=0;  
    m=300;  
    h=50;  
    player->str=0;  
    player->mana=303;  
    player->health=50;  
    player->cVal=2;  
}  
if(d=='d' || d=='D') {  
    j='d';  
    s=15;  
    m=15;  
    h=150;  
    player->str=15;  
    player->mana=15;  
    player->health=150;  
    player->cVal=3;  
}
```

- If the player chooses a job class, then all the stats of that job class will be assigned.

```
void menu(maxInfo max,playerInfo *player,enemyInfo *enemy,int &en, bool &out, char d){
    bool key=false;
    cout<<"Enter a direction using"<<endl;
    cout<<"W->North"<<endl;
    cout<<"A->West, D->East"<<endl;
    cout<<"S->South"<<endl;
    cin>>d;
    if(d=='w' || d=='W'){
        if(key!=true){
            cout<<"The door is locked"<<endl;
        }else if(key==true){
            cout<<"You've unlocked the door"<<endl;
            northRoom(max,player,enemy,en,out);
            exit(0);
        }
    }else if(d=='a' || d=='A'){
        westRoom(max,player,enemy,en,out);
    }else if(d=='d' || d=='D'){
        out=eastRoom(max,player,enemy,en,out);
    }else if(d=='s' || d=='S'){
        southRoom(max,player,enemy,en,out);
    }
}
```

- The menu function is then called to give the player the option to go to one of the 4 rooms

```
void northRoom(maxInfo max,playerInfo *player,enemyInfo *enemy,int &en, bool &out){
    out=false;
    en=fnlBss(enemy,en);
    cout<<"A giant falls from the ceiling and lands before you. Defeat it and leave the dungeon!"<<endl;
    combat(max,player, enemy, en, out);
    win();
}

void southRoom(maxInfo max,playerInfo *player,enemyInfo *enemy,int &en, bool &out){
    out=false;
    cout<<"The room is bare except for a sheet in the corner..."<<endl;
    combat(max,player, enemy, en, out);
}

bool eastRoom(maxInfo max,playerInfo *player,enemyInfo *enemy,int &en, bool &out){
    int key=true;
    out=false;
    cout<<"There is a key on the wall! You go towards it to pick it up..."<<endl;
    combat(max,player, enemy, en, out);
    return key;
}

void westRoom(maxInfo max,playerInfo *player,enemyInfo *enemy,int &en, bool &out){
    out=false;
    cout<<"The room makes you feel stronger by just standing in it..."<<endl;
    player->str=10000;
    combat(max,player, enemy, en, out);
}
```

- All rooms have an enemy encounter
- The East room has a key
- The West room increases your strength by 10000

```
int enemies(enemyInfo *enemy, int &en) {
    if(en!=6) {
        en=rand()%5;
    }
    switch(en) {
        case 0: cout<<"A Goblin has Appeared!"<<endl;
                enemy->enHlth[en]=40;
                enemy->enStr[en]=15;break;
        case 1: cout<<"An Imp has Appeared!"<<endl;
                enemy->enHlth[en]=20;
                enemy->enStr[en]=5;break;
        case 2: cout<<"An Armored Goblin has Appeared!"<<endl;
                enemy->enHlth[en]=120;
                enemy->enStr[en]=20;break;
        case 3: cout<<"An Armored Imp has Appeared!"<<endl;
                enemy->enHlth[en]=40;
                enemy->enStr[en]=15;break;
        case 4: cout<<"A Slime has Appeared!"<<endl;
                enemy->enHlth[en]=10;break;
                enemy->enStr[en]=5;
        case 5: cout<<"A Hardened Slime has Appeared!"<<endl;
                enemy->enHlth[en]=80;
                enemy->enStr[en]=15;break;
    }
    return en;
}
```

- Randomly generate an enemy encounter

```
void combat(maxInfo max,playerInfo *player,enemyInfo *enemy,int &en, bool &out){
    char d;
    out=false;
    if(en!=6){
        enemies(enemy, en);
    }
    while(enemy->enHlth[en]>0&&player->health!=0&&out==false){
        cout<<"What will you do?"<<endl;
        cout<<player->name<<"'s Current Health:"<<player->health<<"/"<<max.getHlth()<<endl;
        cout<<"Strength:"<<player->str<<endl;
        cout<<"Mana:"<<player->mana<<"/"<<max.getMana()<<endl;
        if(max.getHlth()==150){
            cout<<"A->Attack\nD->Run"<<endl;
            cout<<"S->Scan"<<endl;
            cin>>d;
        }
        if(max.getHlth()==50){
            cout<<"A->Attack\nD->Run"<<endl;
            cout<<"S->Spells"<<endl;
            cin>>d;
        }
        if(max.getHlth()==200){
            cout<<"A->Attack\nD->Run"<<endl;
            cout<<"S->Shield"<<endl;
            cin>>d;
        }
        choice(player,enemy,d,en,out);
        enyAtck(player,enemy,en);
    }
    if(enemy->enHlth[en]<0){
        cout<<"You've won!"<<endl;
    }
}
```

- Initialize Combat and give the player choices as to what to do

```
menu(max,player,enemy,en,out,d);
}else if(player->health==0){
    cout<<"You've been defeated..."<<endl;
    cout<<"Game Over"<<endl;
}
}
```

- If the player wins then they go back to the menu
- If they lose then it's game over

```
int fnlBss(enemyInfo *enemy, int &en){
    en=6;
    cout<<"The Giant Stands in your way to freedom!"<<endl;
    enemy->enHlth[en]=20;
    enemy->enStr[en]=20;
    return en;
}
```

- If the player goes to the north room then they will have a chance to face the final boss

```
void win() {  
    cout<<"You escape the small dungeon and see a city out in the distance"<<endl;  
    cout<<"To be continued..."<<endl;  
}
```

- If you win against the final boss then you escape the dungeon

```
northRoom(max,player,enemy,en,out);  
exit(0);
```

- Exit the program