

Technical Notes

Project: Zuul

Title: Bilbo's Quest

Authors:

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Expansions

- 'Time event'
 - 'Riddle'
 - Key
 - Audio
 - 'ASCII Art'
1. The time event will check whether you answered the specific question within time. If you exceed this time, the user will be brought back to the main menu.
 2. The riddle function will present the user with a riddle along with the sound of Smeagol which could aid the user in understanding it and will of course add to the immersion.
 3. The 'MapRead' variable will store a Boolean-value. If this value equals to true: the secret entrance of Erebor will show itself. If the value equals to false: then the quest is failed. The user will subsequently be returned to the main menu.
 4. We have implemented music in the form of WAV-files (stored in the AudioFiles folder) which will specifically be triggered depending on the location the user is in.
 5. We have manually generated ASCII art of in-game characters, objects, and locations. This is done to help the user visualise how the environment looks like.

Main Menu Options

In the main menu users have 5 options:

- Play
- Sound Settings
- Music
- About
- Quit

The play and quit options are self-explanatory.

The option to alter the sound device by using the 'Sound Settings' command.

Users also have the option to use the 'About' option which displays author information along with an overview of global commands.

The music option will display an overview of all used sound files, which can be listened to.

Quickest path

To quickly walk through the game, you need to read the storyline carefully and logically input the command options provided. Below you can see the commands which should be inserted respectively to successfully win the game.

1. 'Continue'
2. 'Continue'
3. 'Yes'
4. 'Persuade Thorin'
5. 'Explore cave'
6. 'Inspect Shimmering'
7. 'Inspect Sound'
8. 'mountain'
9. 'wind'
10. 'time'