



Dungeon Adventure

A classic, text-based dungeon exploration game written in Node.js. Enter a mysterious dungeon, collect treasures, avoid deadly traps, and escape with your life — if you can!



Features

- Explore interconnected rooms in a dark dungeon
 - Collect items and treasure
 - Fight monsters (or run away!)
 - Avoid hidden traps
 - Find the golden key and escape the dungeon
 - Tracks visited rooms, collected items, and your survival rate
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Requirements

- [Node.js](#) v14+ installed on your machine
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How to Play

1. **Clone or Download** this repository.
2. **Navigate to the folder:**

```
cd dungeon-adventure
```

3. **Run the game:**

```
node dungeon-adventure.js
```

4. **Enter your name** and begin exploring.
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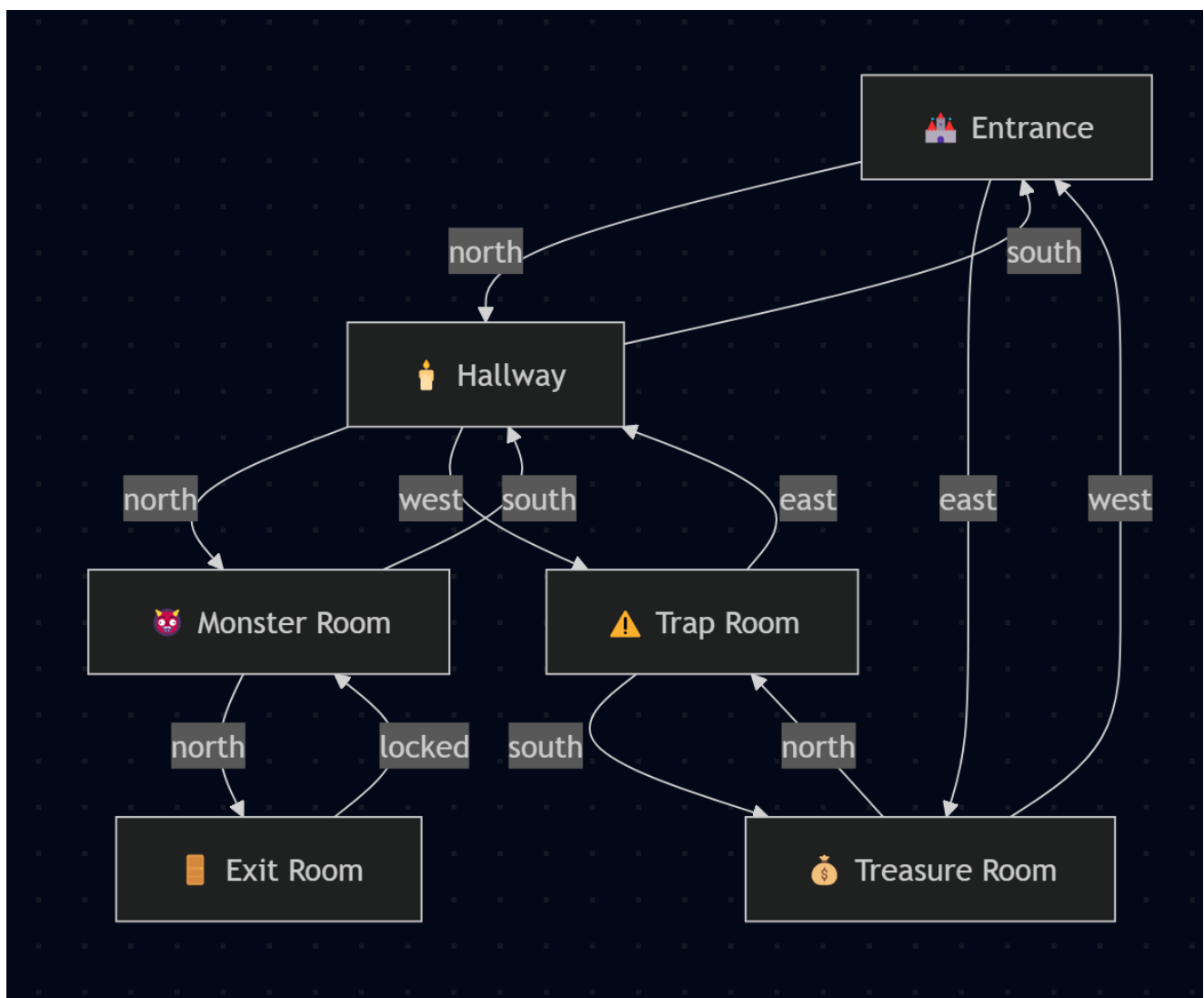
Commands

Type these in the terminal during gameplay:

Command	Description
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Command	Description
<code>go north</code>	Move north (also works: <code>north</code>)
<code>go east</code>	Move east
<code>take gold key</code>	Pick up an item in the room
<code>inventory</code> or <code>i</code>	View your inventory and health
<code>look</code>	Re-describe the current room
<code>help</code>	Show command list
<code>quit</code> or <code>exit</code>	Quit the game

Dungeon Map (Mermaid)



Notes

- If your health drops to 0, the game ends.
- You need the `gold key` to unlock the exit door.
- Drinking a health potion will restore up to 50 HP (max 100).

To-Do / Ideas

- Add saving/loading game state
- Add more rooms and puzzles
- Web or GUI version
- Multiplayer support?

Author

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