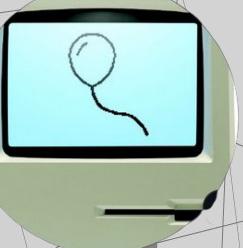




Gold Diggers

Estudo de grafos com ludificação e exploração de cavernas.

Equipe de Desenvolvimento



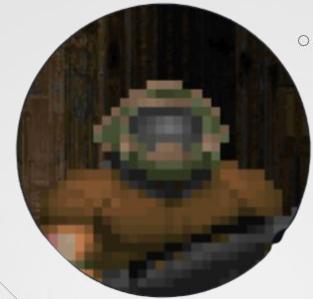
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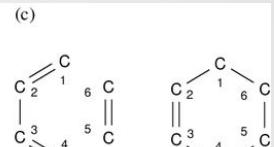
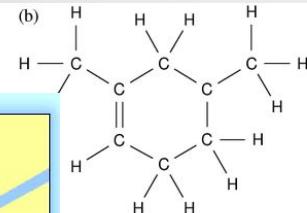
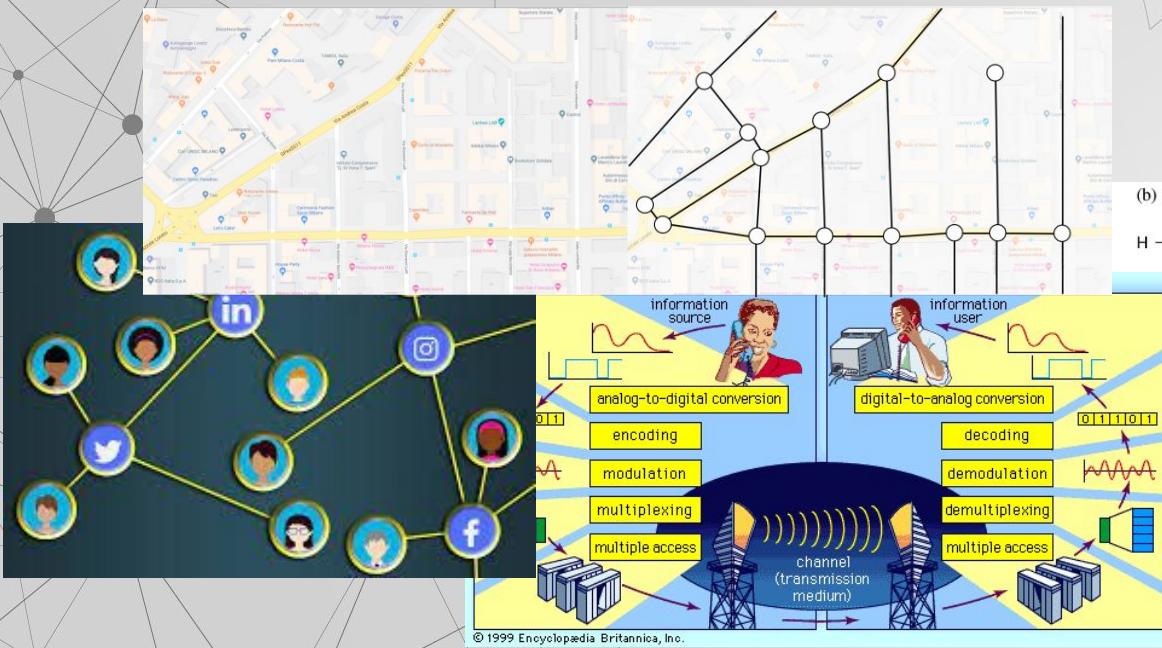
Lucas Branco Alves de Melo

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Github: <https://github.com/LBranco27>

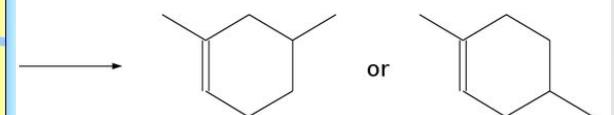
Ideia do Sistema



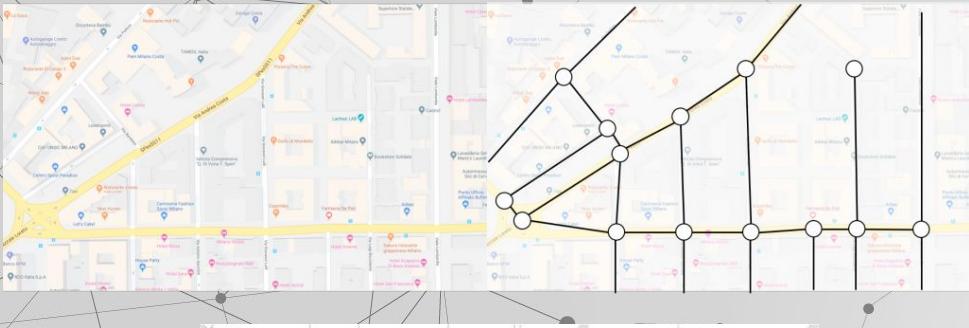
Grafos



$L \rightarrow R$



Grafos



Jogo

Dwarf Fortress 



Tecnologías Utilizadas



01

Estrutura da Caverna



Objetos e Conexões

Câmaras

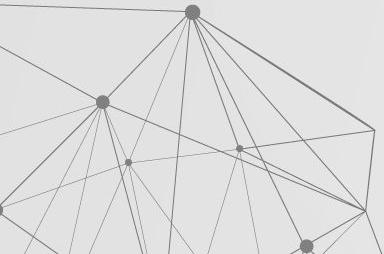
Nó ou Vértice

Túneis

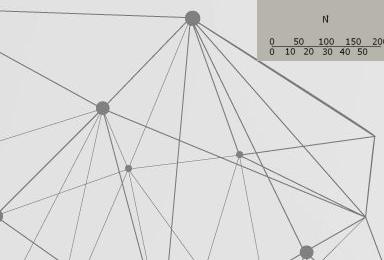
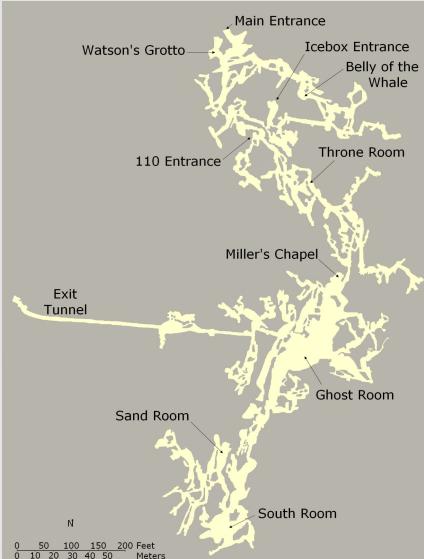
Conexões ou Arestas

Caverna

Grafo



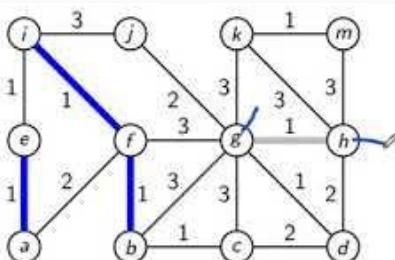
Objetos e Conexões



Algoritmo de Kruskal

Algoritmo de Kruskal

```
Kruskal( $G, w$ )
1  $A \leftarrow \emptyset$ 
2 for cada vértice  $v \in V(G)$ 
3   Make-Set( $v$ )
4 ordena  $E$  de maneira crescente pelo peso  $w$ 
5 for cada aresta  $(u, v) \in E$ , em ordem crescente de  $w$ 
6   if Find-Set( $u$ )  $\neq$  Find-Set( $v$ )
7      $A \leftarrow A \cup \{(u, v)\}$ 
8     Union( $u, v$ )
```



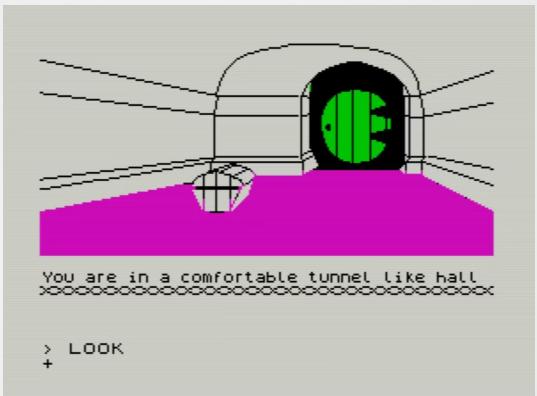
02

Jogabilidade e Aparência



Jogo baseado em texto



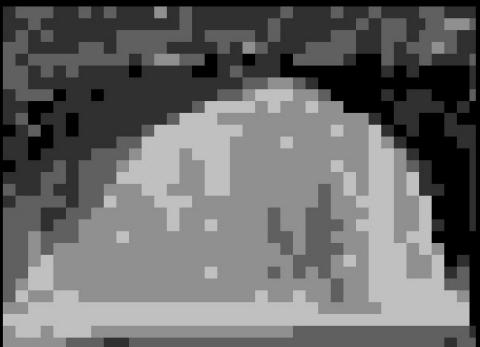


Jogo baseado em texto



Write 'help' at any moment to view game commands!

Following a night of revelry at the local tavern, you decide to make your way home and collapse into your bed. Exhaustion overcomes you, and you drift off into a deep slumber. However, when you awaken, the sound of dripping water echoes in your ears, and you realize that your bed has disappeared. You're lying on the hard ground, and the only light comes from a solitary torch by your side. As you look around, you see that you're in a cavernous chamber, with towering rock walls stretching up into the darkness above. You're alone in this strange and unknown place, with only your trusty torch to guide you.

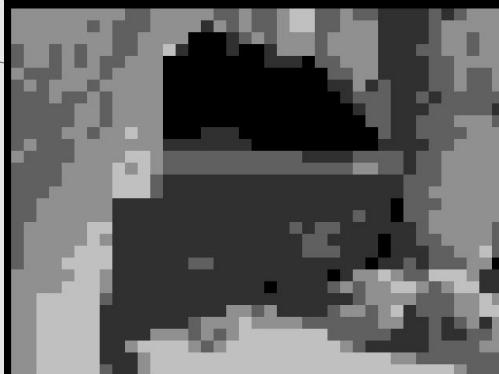


You scan your surroundings, your eyes straining to pierce the gloom of the old cave chamber. The only sounds are the echoes of your own footsteps and the occasional drip of water. You try to recall how you got here, but the memories are foggy and indistinct. All you know is that you're alone, lost in the depths of the earth.

- The crystal is pulsating at a reasonable frequency...but you...
The walls of the cave seem to be closing in, and the shadow's glow is your only source of hope, but its light isn't

 - (1) Check deeply the chamber around you (costs 25 stamina)
 - (2) Check if there is no other paths you can go.

(3) Check yourself (co-



The crystal in your hand pulsates, making you think if the faint pulsation is real or just your imagination. You feel completely lost. You stumble blindly through the darkness, your footfalls echoing off the cavernous walls. You are alone, afraid, and with no way of knowing whether you will ever find your way out of this uncharted place.

- (1) Check deeply the chamber around you (costs 25 stamina)
(2) Check if there is any other paths you can go
(3) Check yourself (costs 10 stamina)
What will you do? 3

As you remember your name, a, you also recall bits and pieces of your past. However, everything feels hazy and unclear, as if you're trying to recall a dream.

Your body aches and your head feels heavy. Each step takes immense effort, but you muster up the strength to keep pushing on.

As you pause to catch your breath, feeling a sense of reassurance as you begin to look at your bag, The items you've gathered along your journey thus far are a testament to your resilience:

Score: 0
Press "ENTER" to continue



Player

```
private String name;  
private Chamber location;  
private int stamina;  
private int score;  
private ArrayList<Item> items = new ArrayList<Item>();
```

Item



```
private String name;  
private String description;
```

Textos



You are at the edge of a dense jungle. Cool air blows across a gaping, impassable ravine to the northwest. Sitting against a steep, rocky hillside is what remains of an old watermill, its wooden walls broken and rotted. The large wheel sits unmoving as whatever stream once ran the mill has long dried up.

Exits: W

>examine watermill

www.IndieRetroNews.com

```
public class Text {  
    private ArrayList<String> startText = new ArrayList<->();  
    private ArrayList<String> DescriptionText = new ArrayList<->();  
    private ArrayList<String> NameText = new ArrayList<->();  
    private ArrayList<String> StaminaText = new ArrayList<->();  
    private ArrayList<String> CrystalText = new ArrayList<->();  
    private ArrayList<ChamberContent> ContentObject = new ArrayList<->();
```

Copyright (c) 1981, 1982, 1983 Infocom, Inc. All rights reserved.
ZORK is a registered trademark of Infocom, Inc.
Revision 88 / Serial number 840726

West of House
You are standing in an open field west of a white house, with a boarded front door.
There is a small mailbox here.

>open mailbox
Opening the small mailbox reveals a leaflet.

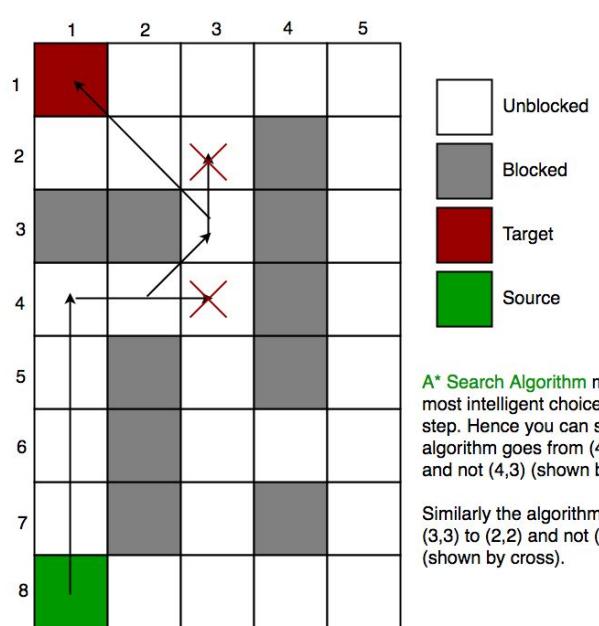
>take the leaflet
Taken.

>read leaflet
"WELCOME TO ZORK!"

ZORK is a game of adventure, danger, and low cunning. In it you will explore some of the most amazing territory ever seen by mortals. No computer should be without one!"

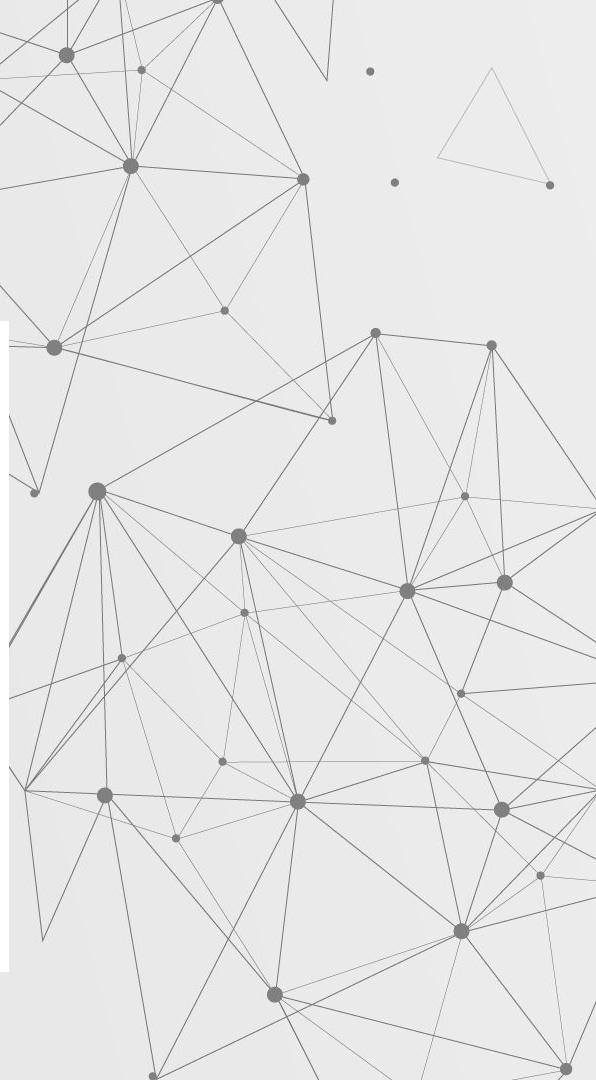
>

Algoritmo A*



A* Search Algorithm makes the most intelligent choice at each step. Hence you can see that algorithm goes from (4,2) to (3,3) and not (4,3) (shown by cross).

Similarly the algorithm goes from (3,3) to (2,2) and not (2,3) (shown by cross).

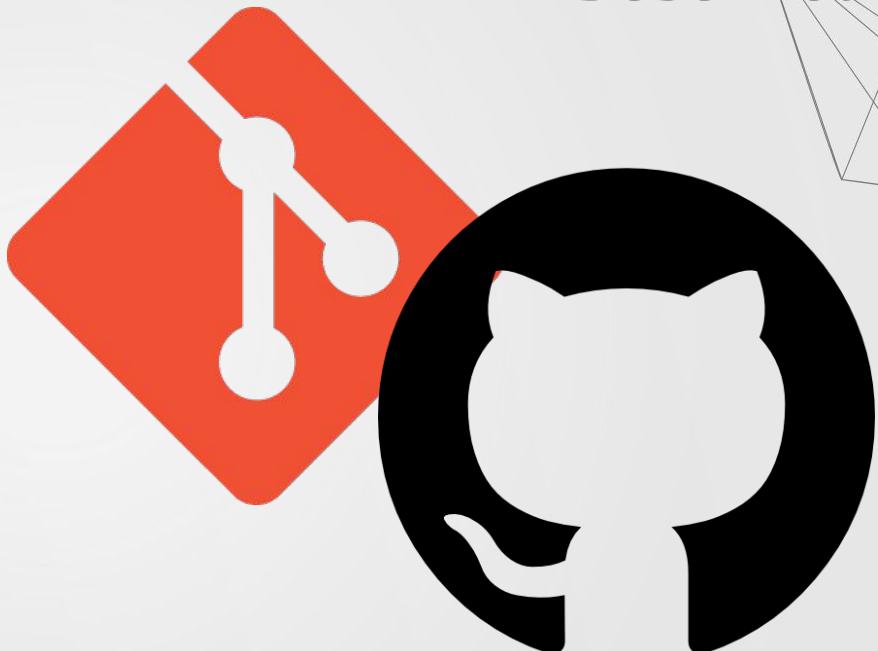


03

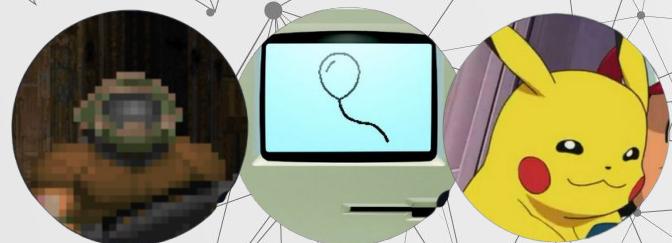
Controle de versões e metodologia de desenvolvimento



Controle de Versões e Metodologia de Desenvolvimento



<https://github.com/Nidhoggui/Data-Diggers>



Documentação

LATEX



<https://www.overleaf.com/project/6427f91e6dc50b197692bf3a>

