

Homework 2-3

Zork Art Command Line

Zork is one of the earliest interactive fiction computer games, with roots drawn from the original genre game, Colossal Cave Adventure. You can find more information about Zork on the Internet. In this assignment, you will be implement a much simpler version of the game.

Game specifications:

1. Game is command line based Java application.
2. This is a single player game.
3. Once the game is started, player will be interacting with the game through command line.
4. Game map is a simple 2 dimensional grid of rooms. Rooms are connected by doors. Adjacent rooms do not need to be connected. It is entirely up to your map design.
5. Room may contain weapon or monster.
6. Player will start from the starting room.
7. Game must support the following commands:
 - a. info – print out information of the player and the room that the player is currently in. These are:
 - i. Player stats, e.g. HP/HP Max, attack power, etc.
 - ii. Room information, e.g. Monster stats (if any), item stats (if any), doors, etc.
 - b. take – take command is used to pick up the item in the current room
 - c. drop – drop item of choice that the player currently carries.
 - d. attack with – is used to attack a monster in the current room.
 - e. help – print all commands
 - f. quit – quit game
 - g. add any commands that will make game enjoyable.
8. Game must support at least 3 levels and each level must have an objective in order to win the level.
9. As user move from room to room, HP will increase by a fix amount.
10. Player attack power will increase if he/she can defeat a monster.
11. Monster will not initiate an attack on a player. Monster will only retaliate after player attack. Player hit point (HP) will decrease based on probability. You can design your attacking strategy to make the game fun and playable.
12. Player will win the level according to your game objective, for example, player must kill every monster in the level.
13. Player will win the game when all levels are cleared.