User Manual for *Cave Adventure*



*Objective*

The goal of *Cave Adventure* is to find the exit in the least amount of steps without dying.

*How to Play*

1. To start the game, run *AdventureViewer*.*java*
2. The game begins with an 31 by 31 square board of period plot-squares. The player character is the *@* symbol.
3. Use the WASD keys to explore and reveal more of the board. While the player explores the board, with each new plot they visit they may encounter a monster and a battle is triggered.
4. When a battle is triggered, a new Battle window is opened. Click the Attack button to attack the monster, and subsequently be attacked, or the Block button to *potentially* stop a monster’s attack and regain health. The player *must* finish the battle to close the Battle window, or exit the game entirely.
5. As the player traverses the board, the plots they have already visited become hashtags (#) and do *not* spawn monsters for the player to fight.
6. Stepping on plots marked by various letters have different effects. Stepping on an *H* increases and restores the player’s maximum health. Stepping on a *P* restores fifty health points. Stepping on a *D* increases the damage constant, which is used in an algorithm to determine the amount of damage the player deals. Stepping on a *B* increases the block constant for the same purposes.
7. If the player runs out of health in battle, the player cannot move on the map, the map turns red, and the game is over.
8. If the player steps on the green *E*, signifying the exit, the map turns green, the player wins the game and is shown the number of steps it took to complete them.
9. In order to play a new game, the player must exit out of the game and run it from the console again.