Edwin Zheng, Lauren Richardson, Brandon Cheng
Professor File
Object-Oriented Programming
03/24/17

User Guide

Guide

Obviously the average user may take a little longer to explore on their own, however the most efficient way to play and win the game is as follows:

1. Wake up in YA room of local library and *Take* Bookbag
2. *Move* into Storage Closet and *Take* Batteries
3. *Move* to Archive Room and *Take* Map (*Use* Map to view layout of library)
4. *Move* to Elevator and take it to the main floor to enter the Lobby
5. *Move* to Bathroom and *Take* Flashlight
6. *Use* Batteries to fix Flashlight
7. Take Elevator to second floor and enter the Librarian Offices
8. *Use* Flashlight to locate and *Take* Key
9. *Use* Flashlight to navigate Comics Room
10. *Use* Key to unlock door of Media Lab
11. Enter Media Lab and *Take* lost ID card
12. *Move* to Lobby on main floor and *Use* ID to exit the building
13. Congratulations, you've made it out of the library! Unfortunately, it seems that you still failed your exam the following morning. Maybe try actually studying next time, instead of falling asleep.

Commands

The user can input the following commands:

1. Look - Will display a description of the adventurer's current room as well as any items present or relevant hints. This command can be called at any time.
2. Go - Will move the adventurer to one of the available/adjacent rooms. Can be used at any time, but user will only be able to move to one of the connecting rooms.
3. Backpack - This command allows the user to check their inventory, it can be called at any time once the user has acquired the backpack.
4. Take - Used to pick up items and adds them to the adventurer's inventory. This command can only be used when there is an item in the room. (Once the adventurer acquires an item, it will no longer be present in the room.)
5. Use - This command performs any relevant action associated with an item (keys unlock doors, books can be read). This command can be used only

when the user has collected the associated item and is located in the proper room for its use.

6. <u>End</u> - This command stops the game. It will ask the user if they are sure they would like to quit their game, and if yes is entered then the program will restart.

<u>Inventory</u>

The following items can be added to the adventurer's inventory:

1. <u>Backpack</u> - This item activates the adventurer's inventory, if the user does not choose to take the backpack then they will be unable to add any other items to their inventory. Once the user takes the backpack, they then can begin collecting other items.

2. <u>Batteries</u> - A pack of fresh batteries are located in the Storage Closet in the basement. These batteries can be used to power the flashlight.

3. <u>Map</u> - A map of the Library can be found in Archives Room in the basement. It outlines the layout of the library and can be read (used) at any point in the game.

4. <u>Flashlight</u> - A flashlight is located in the Bathroom on the main floor, it seems to have run out of batteries and can only be used once the adventurer has added new batteries. Once working, the flashlight can be used to locate the key in the Librarian Offices and to enter the very dark Comics Room.

5. <u>Key</u> - The key is located in the Librarian Offices on the second floor, it unlocks the door to the Media Lab. However the lights in the office do not work, the user will not be able to find or take this item until they have a working flashlight.

6. <u>ID card</u> - The lost ID card can be found in the second floor Media Lab, it is essentially the key to winning the game. Once the adventurer acquires the ID card, they can return to the Lobby and exit the Library.

<u>Summary</u>

It's Sunday night and you're a high school student who suddenly jolts awake. You were studying at your local library, but it seems as though you've accidentally fallen asleep and now it's well past closing time. You have a final exam in the morning right before the library opens and unless you can get out in time you'll fail the class! You can't fail because if you do, your dad will never let you go to the Bahamas this summer. Instead, you'll be stuck at home taking SAT prep courses in this shitty weather.