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WE SUGGEST READING THE BACKSTORY IN #4 as it will help you to understand the other three answers.

1) The objective of this game is to make it to the other side of the pet store by avoiding and/or defeating the other animals in the pet store. In order to win and obtain the magic pellets, you must defeat Andres (the gerbil cartel leader) at the checkout counter (the final level). There are several paths the user can take to beat the game, however, we will lay out one path to success here. Please refer to the map to follow the game progression described here.

- In your cage, you music pickup and read the shipping invoice to discover that the magic pellets have been delivered to the store. The shredded invoice is part of your cage filling. You must also pick up the toothpick and laser pointer. Proceed east to go to the rabbit cage.

-In the rabbit cage, you are immediately confronted by a rabbit who inquires about your journey. He now wants what you're after. He must be stopped. Stab him with the toothpick. He bleeds out. Pick up the plastic bag. Proceed west, back to your cage, then south to the puppy pen.

- The puppies will think you are chew toy, they must be distracted. Use the laser pointer so they chase the red dot, and you can sneak by. Pick up the key. Continue east to the snapping turtle cage.

- The snapping turtle doesn't want to talk. He is charging at you with the blinding speed of a turtle. Pull the plastic bag over his head to suffocate him until he stops kicking. Pick up the alka-seltzer and rat poison. Proceed west back to the puppy pen, and south to the mouse cage.

-Word on the street is that the mice are also looking for the magic pellets. For the time being, they are eating the food in their cage. Slip some rat poison into the food. Once they die, pick up the box cutter left out by a pet store employee. Continue west to the guinea pig cage.

-The guinea pigs are working with the Colombian gerbil cartel. They were promised a cut of the magic pellets, and now they are coming at you. Use the box cutter to cut their throats. No need to pick up an item. Proceed east to the snake cage.

-The snakes seen really interested in your adventure. You get nervous. However, you discover that they are interested just because they feel trapped. They haven't been able to get out of their cages for years because they don't have hands. They offer to let you pass if you open their cage for them. Use the key from your inventory. You will automatically progress to the next level.

- You have made it to the checkout counter, and you see the magic pellets! Except the Colombian gerbil cartel leader, Andres, has already found the stash. He isn't going to let you get away with his score. You notice however, he is pretty small and light. You must pick Andres up, and throw him off the counter. The snakes you have let free, eat your enemy. You don't grab the

magic pellets right away, because you like to watch as he struggles for his last breath. Congratulations, you have won and now have your favorite hamster food!!

GAME STRATEGY

2) The available commands are *look*, *pick up*, *drop*, and *use*. *Look* will describe the room, and the objects contained in it. *Pick up* and *drop*, add and remove items from your inventory respectively. *Pick up* can only be used once the animal in the room has been defeated. *Use* allows the player to use the item on the other animal in the room. For the most part items are weapons used to defeat the enemy. Please note that you can only use an item once it has been added to your inventory.

3) Items in the game have been divided into two categories: useful items and useless items. Useful items are items that help progress the plot as they are used (typically to defeat an animal)

Useful Items- Items that help you in your journey

-**Shipping receipt found in Cheeks' cage filling**- Discloses how much of magic pellets are in inventory and gives Cheeks the idea for the adventure.

-**Pet Tranquilizer pill**- To tranquilize hostile animals eating by putting it in their food

-**Toothpick**- To stab a hostile animal

-**Key**- Letting the snakes free gains their trust and friendship

-**Rat Poison**- Put in animal food to poison enemy animal

-**Treat**- Lures dog so you can ride him closer to final room- shortcut

-**Box cutter** (used to kill hostile animals)

-**Laser Pointer** - Can distract puppies and kitten

-**Plastic bag**- Pull over animal's face to suffocate enemy

Useless Items- Items you can interact with but do not advance the game in anyway

-**Animal food**

-**Water**

-**Shiny objects**- Cheeks likes looking at shiny objects.

-**Old, already chewed gum**- Cheeks likes sweet things too

-**Animal droppings**- Gross!

4) Your name is Cheeks, you are a hamster from Colombia. For age reference, you are a middle-aged adult in hamster years. You have been passed from pet store to pet store, and as a result have become hardened by the system. You have just been relocated to a pet store in Arkansas. In your first week there, you see that the store has just started to carry 'magic pellets.' These are a Colombian hamster food that you used to eat as a child, but have not been able to find in recent years. They have a secret ingredient, coca leaves, which have led to its ban in the United States. However when you see these tasty treats arrive you make it your mission to obtain them. However you aren't the only one who seeks the warm goodness of magic pellets. Gerbil cartel leader, Andres also has his eyes on magic pellets. Him and his lackeys are out to get the

food as well. Not only that, word of the goodness has made its way to the ears of other animals. Even though they haven't tried magic pellets yet, they are making it their mission to keep the food for themselves.

It is nighttime and the store is closed and empty. You must make your way to another section of the store to get these treats. However you must make it through the other pet enclosures before reaching the counter where they are stored.

Additional Items-

Room Description-

Your cage- There is cage filling made from shredded paper. You catch a glimpse of one of the shreds and it is a shipping invoice for magic pellets (the food you grew up eating in Colombia). You make a decision to go after the food. You also see a laser pointer and toothpick on the floor of the cage. In the corner, there is generic hamster food and water.

Rabbit Cage- This room looks like an ordinary pet cage with filling, food, and water. There is an rabbit and a plastic bag lying on the floor. The rabbit wants to fight!

Cat Cage- The food and water bowls are empty. There is also a cat who must be very hungry. As a hamster, you have to be careful. There are also pet tranquilizer pills on the ground, as well as some puppy treats.

Puppy Pen- There are adorable puppies who want to play with you, because you look like a toy. There is a food bowl, water, and some animal droppings on the floor. You also notice a key in the corner.

Snapping Turtle Cage- This cage has rocks and shallow waters for the turtles. They immediately start snapping at you. You also notice some rat poison and an alka-seltzer tablet in the corner.

Gerbil Cartel Cage- Several of Andres' lackeys are waiting for you. They aren't going to let you get the magic pellets first. However, it looks like they are furiously eating. There is food, water, and something shiny on the floor. You also notice puppy treats.

Mouse Cage- There are several mice in this cage and a lot of mouse poop. There is an empty food bowl, and a water spout. The mice were promised a cut of Andres' loot. There is also a box cutter on the ground.

Guinea Pig Cage- The guinea pig cage is barren. No food, no water, and he looks a little unstable and unhinged. He hasn't had sleep in weeks. He looks like he wants to eat you. There is a plastic bag on the floor and some already-chewed gum.

Snake Cage- The snakes seem really interested in your adventure. They have food and water. There is a rocky terrain underneath a glow lamp. You also notice a toothpick on the ground. The snake doesn't want to hurt you, he just wants to get out of his cage, but can't because he doesn't have hands.

Checkout Counter- You have reached the magic pellets! However, Andres has been waiting for you. There is nothing else on the counter. Andres looks rather small- you can probably pick him up.

Andres and Cheeks backstory: Andres and Cheeks grew up friends at the same rodent orphanage. They were close buddies for several years until Andres started to get involved in

street life. Neither of the two came from money, so Andres did what he had to in order to create a living for himself. At the time, Cheeks had a bit of a stronger moral compass and did not want to be involved in drug dealing and killing. However, after the two grew apart, trouble always seemed to find Cheeks.

Error Handling- There are several ways we will try to sanitize user input. At certain points, the game will only ask yes/no questions to limit the possibility of user error (ignore case). If anything else is entered, we will use try/catch to display an error message showing acceptable answers. If it is an open ended question, we will also use try catch to display appropriate answer. Another error we must be mindful of is using an item that does not defeat the animal you are facing. We will simply give an error message of how that item can't be used on this animal, in addition to a hint of what can be used to defeat the animal. Finally, if the use tries to walk off the map, we will have an error message saying they cannot walk in that direction, and display the next possible moves.