Mine Rescue MUD game

A simple MUD game made for App Programming CW2, MSc Computing Science at UEA.

The game is a fun and immersive, multi-user, text-based, command-line game set in cowboy times in the USA. The aim of the game is to find and rescue a group of trapped miners. This is achieved by solving a series of 5 puzzles. Score is calculated on the time taken to solve puzzles and aggregated through the game. The player who finishes the game with the lowest aggregate time will position first in the leaderboard. On completion of the game the player will be given the option to delete their current game play and score and start the game again from the beginning.

The game is written in **Python version 3.12**.

Folder structure:

mine_rescue_game ->

scripts -> main.py

modules -> character.py, help.py, inventory.py, leaderboard.py, location.py, npc.py, puzzle.py, text.py

resources -> user.txt, characters.txt, leaderboard.txt

tests -> tests_for_leaderboard.py, Think-Aloud testing 1, Think-Aloud testing 2

Installation

The game can be played through any Python IDE, but we recommend either Spyder or PyCharm for the full experience.

To install Python, follow the link and ensure that you select the correct install for your operating system:

https://www.python.org/downloads/

To install Spyder:

https://www.spyder-ide.org/

To install PyCharm (through JetBrains):

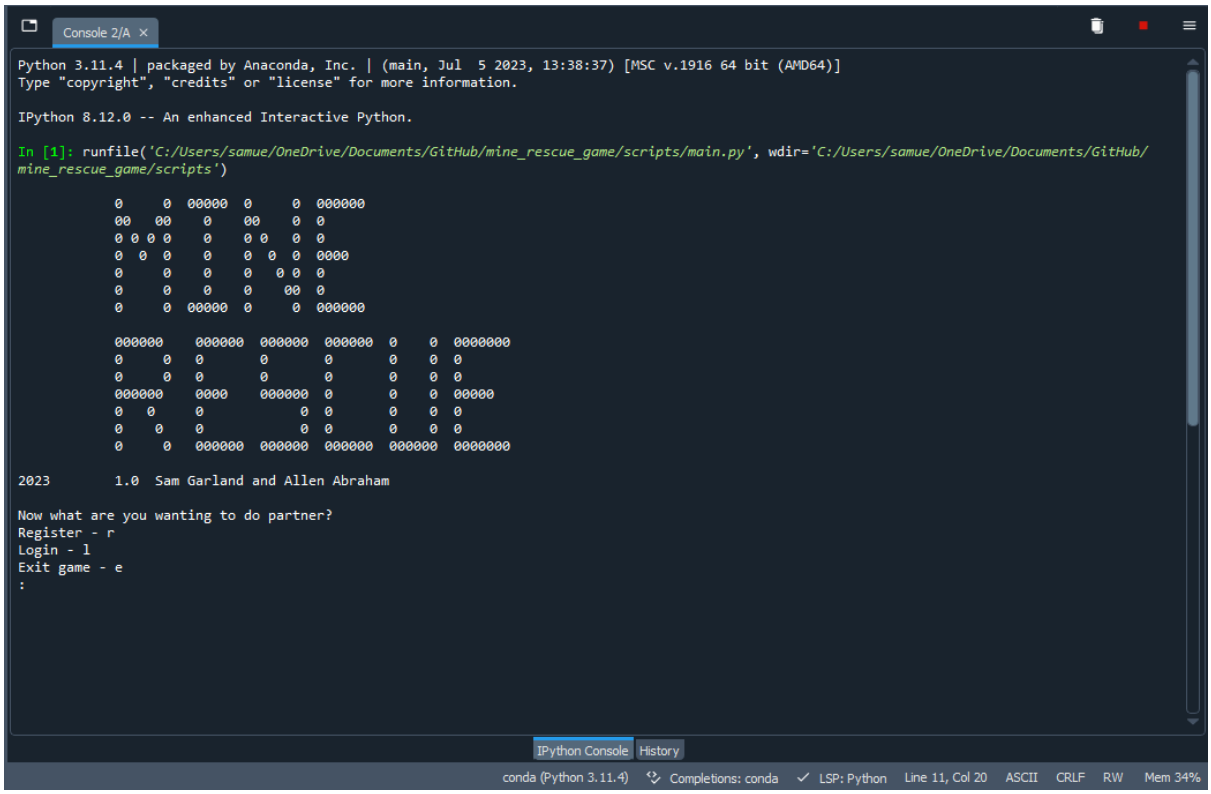
https://www.jetbrains.com/pycharm/download/?section=windows

Alternatively, you can use your terminal to pip install Python.

Gameplay

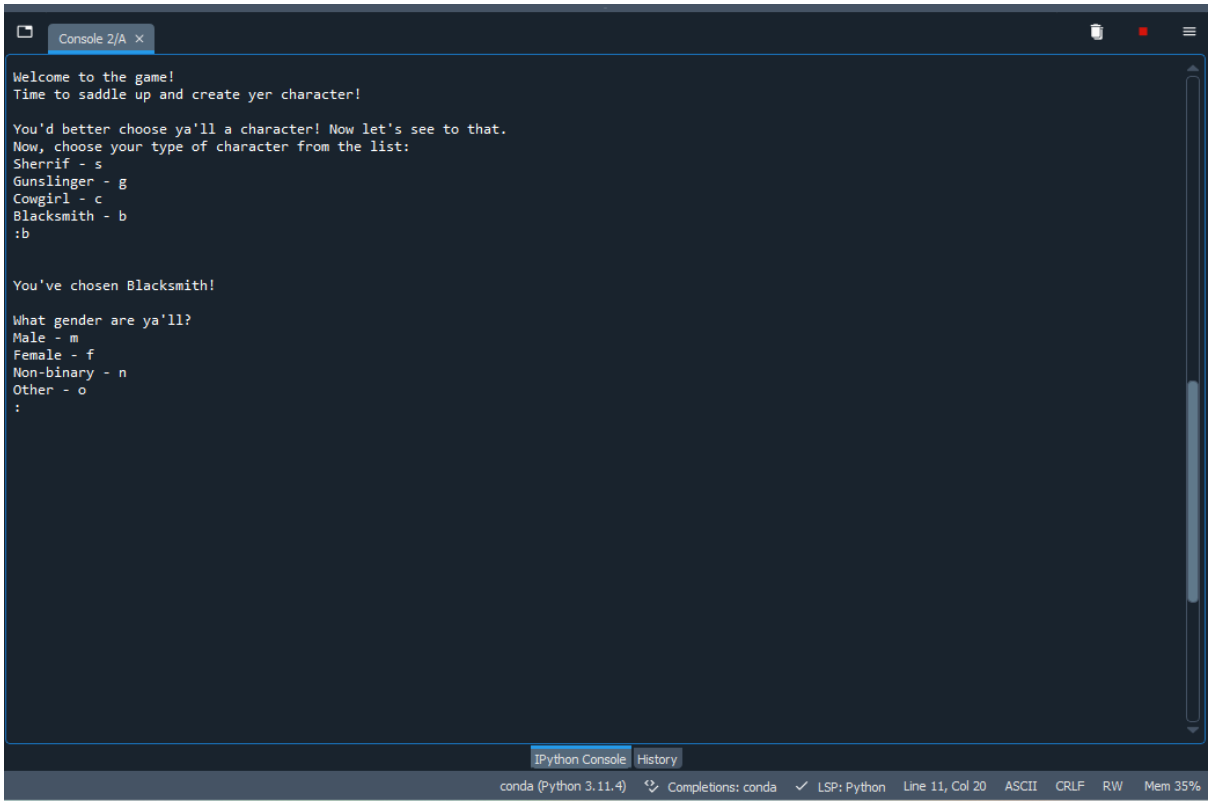
When Python is installed, open **main.py** in the scripts folder and run the file.

In the console you will see the following screen:

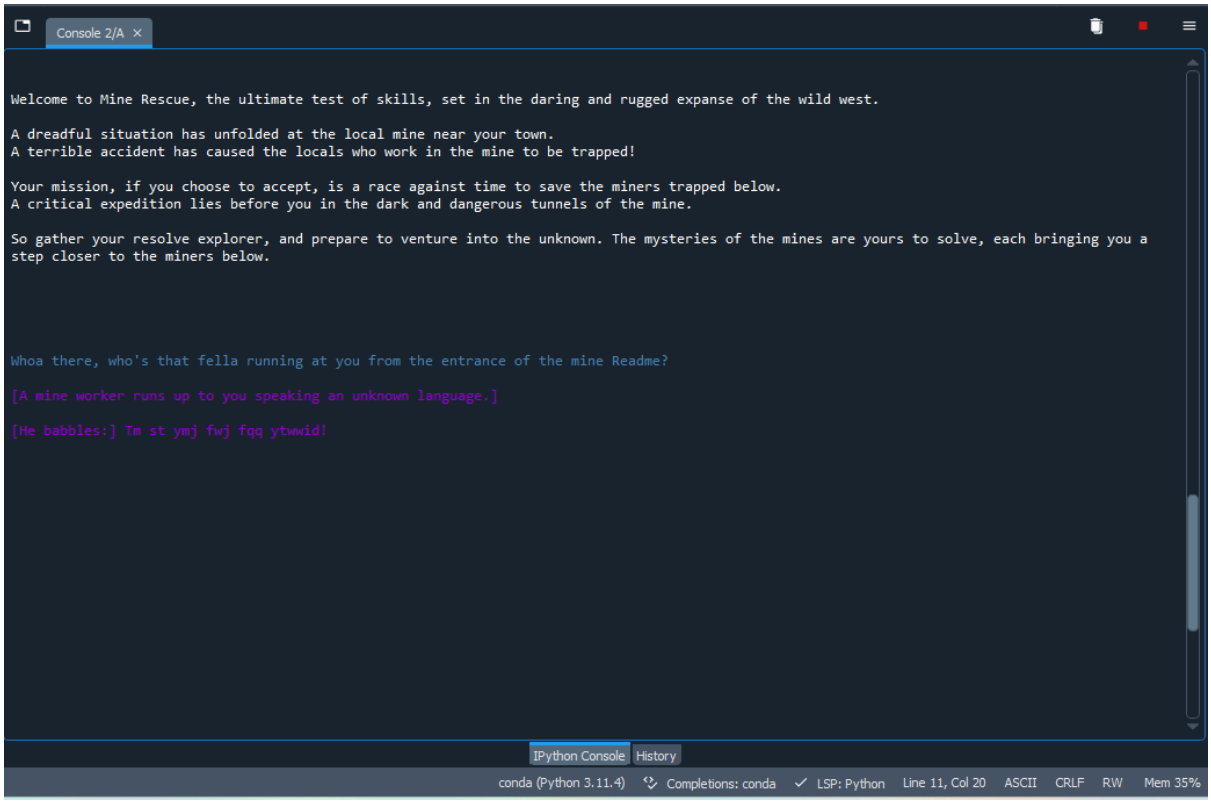


Select **r** to **register**. You will be prompted to enter a username and password, and to login to ensure that they have been stored correctly.

You will then be prompted to create a character:



Continue until character is created. You will then receive the game briefing and start the game:



The game continues through 5 puzzles, with progress saved on the completion of each puzzle.

To exit the game, select **e** when made available, or manually crash the game by stopping the programme from running. Beware, if you exit before completing a puzzle, your puzzle progress will be lost.

Enjoy the game!

Contributors

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