

LOOT, FIGHT, SURVIVE!

User Guide

Running

In order to run the game, either simply run the LFS.jar file or compile every class and run Menu.java. The jar file requires the 'res' folder to run, so please do not separate them.

Start Up

New Game

Upon startup I suggest beginning a new game. I have provided two maps, first the original map provided in the assignment specification 'Documentation_Level.txt' and secondly a map which I believe demonstrates the game's capabilities further 'Demonstration_Level.txt'.

Continue

I have not provided you with an initial save file so you won't be able to 'Continue' until you've produced a save. In order to produce a save, simply click the save button in game.

Create Map

You can of course edit a text file manually and place it within the 'res/levels' folder, however the game provides the capability of producing new maps within the client.

In Game

Whilst in game if you're ever stuck simply refer to the help button in the bottom right-hand corner. The aim of the game is to navigate the map and clear all the rooms. Upon discovering and clearing all the rooms you'll win! Just make sure you don't die on the way! You take damage from traps and monsters but can replenish your health from treasure rooms. Those rooms also have gold, collect as much as you can because your damage is based on how rich you are!

Warning

I recently updated to Java 1.8 and the result is that the game doesn't perform as intended. Please run the game in the platform available within the Computer Science laboratories and with Eclipse as this was primarily where it was tested as I had assumed it would be used on a

platform like this. Additionally because of this, please run the game on a 1920 x 1080 monitor. Sorry for any inconvenience caused.