Instructions for Dungeons of Doom

IMPORTANT:
    To begin you must have a document called 'Map' and it must be in a '.txt.' format and it should contain the ASCII-art map to play the game on.
    In the classes "GUI" and "GodsGUI" the path names to the icons must be amended to the path of the given computer.

RULES:
    The aim of the game is for the player to navigate around the map and collect the specified amount of gold, represented by an image of a gold bag (shown below), required to exit the game. Once enough gold has been collected the player must navigate to an exit space to exit the game. The player cannot walk through walls, can only pick up a gold piece when standing on a gold square and the player can only exit the game when the specified amount of gold or more has been collected. The exit space is hidden behind a locked door so to gain access through the door a key must be found. The key is guarded by dragon that must be slayed using a sword that can be found somewhere in the dungeon.

COMMANDS:
- Play Game – This button must be pressed to begin the game
- Move 'direction' – These buttons will move the player in the desired direction or the player can hold down the 'alt' button on the key board whilst pressing
    o W- to move up
    o D – to move right
    o S – to move down
    o A – to move left
- Pickup – This button can be used when on a bag of gold, key or sword space to pick up the item. If you successfully pick up the item information on the screen will say "Success!" but if you are unsuccessful you will be told "Fail there is nothing to pick up"
- Hello – When this button is pressed you will be informed of the number of pieces of gold currently in your pocket
- Slay – This button can be used when on a dragon space to slay the dragon but you must have a sword in your pocket before you can unlock the door
- Open Door – This button can be used when on a door space to unlock the door but you must have a key in your pocket before you can unlock the door
- EXIT – This button is to be pressed when on an exit space. If the player does not have enough gold to exit the game they will be told

that they require more gold otherwise the player will be informed they have won and the game will exit

ICONS

- Player:

- Gold:

- Sword:

- Dragon:

- Key:

- Door:

- Exit: