**Myrr Blakkr  
*A Text-Based RPG***

**Description**

Myrr Blakkr is a text-based, role-playing game. In the game, you will be taking on the role of a thief. You and your fellow adventurers (a fighter, a mage, and a cleric) have been searching for a lost artifact of tremendous power. You have explored many lands, and followed many leads, until finally reaching your current location, the Black Swamp. All signs indicate the artifact you seek lies in a crypt somewhere hidden within the ruins of an ancient elven city that lies in the heart of the swamp, Myrr Blakkr. Legends tell of Myrr Blakkr as a once beautiful and thriving city, home to a mythical tribe of wood elves, but more recent rumors also state that something dark and evil now stalks the land and guards the artifact you seek.

The game begins with the party of adventurers emerging from the edge of a deep forest and entering the dark and eerie Black Swamp. During the game, you and your party will need to explore the Black Swamp, locate the entrance to the lost city of Myrr Blakkr, search its ruins—avoiding its pitfalls, traps, and monsters--and recover the artifact of power.

As the party’s thief, you will have a specific role in locating and disarming any hidden traps and snares that awaits your intrepid group, unlocking doors and chests, and fending off baddies. Oh, and since you’re a thief after all, you’ll also want to plunder as much loot as you can carry with you as you seek to make it out alive.

The winner will be the thief who successfully makes it out alive with the most treasure, the least amount of damage taken, the highest remaining health, and the most objectives completed, in the least amount of time.

Will you be the hero, or will you fall victim to the evil that haunts the Black Swamp?

**List of end user stories**

Here is a list of end user stories or scenes that are needed for the game:

|  |  |
| --- | --- |
| • Start the program  • Main menu  • HHelp menu  • Start a game  • Game menu  • Move to a new location  • Explore a location  • Search for traps  • Manage inventory | • Equip items from inventory • Disarm traps • Pick locks  • Restore health  • Fight monsters  • Check time  • Save the game  • Load a saved game |

**Description of end user stories**

***Start the program***

The end user enters the command to start the program. The computer displays a banner screen with a short description of the game. The player is prompted to choose the name of his/her character. The computer displays a personalized welcome message and the Main Menu.

***Main Menu***

Display the following menu.

N -- Start new game  
F1 ­­-- Help menu  
F9 -- Save game  
F10 -- Load game  
Q -- Quit game

The player enters the selected item. The computer then displays the selected menu, takes the player to the first scene, or ends the program.

***Help menu***

The following menu is displayed.

G -- What is the goal of the game?  
O – What is the current objective?  
M -- How to move  
D – Disarming traps  
L – Picking locks   
F – Fighting monsters  
Q – Quit current menu

The user selects one of the options and the appropriate help message is displayed. Return to either the either the Main or Game menu depending on which one was previous displayed before this menu.

***Start a game***

The player is prompted to start a new game or continue an existing saved game. The player selects a choice.

If continue game option is selected, then the old game is read from a saved file. If no game has been saved, then a message indicating that there is no saved game will be displayed. The player is then prompted to start a new game or return to the Main menu. The Main menu is re-displayed if that option was selected; otherwise, a new game is started and specified below.

If a new game was selected, the computer will:  
• Create and initialize all of the objects needed for the game.  
• Display the Game Menu view.

***Game menu***

The computer then displays the map of the Black Swamp, a description of the first scene, and the Game menu below, if a valid value is entered.

M -- Move to new location  
X -- Explore location  
S – Search for traps  
L – Look at map  
U – Use item  
P – Pick up item  
D – Drop item  
I -- View list of items in inventory  
E – Equip items from inventory  
F – Fight monsters/baddies  
T – Check the running game time  
F1 – Help menu  
Q – Quit current menu

The user enters a choice and the computer switches to the selected view.

***Move to new location***

The computer displays a message prompting the player to enter the coordinates of the location that they want to move to. The player enters the coordinates of the location.

If either of the coordinates is invalid, a message is displayed and the user is prompted to re-enter the coordinates.

If the player enters valid coordinates, the computer will move the player in a straight line to the destination. If an obstacle (e.g., challenge, random monster, trap, locked door, etc.) is encountered along the way, the player is moved to the location in front of the obstacle and a message is displayed indicating the type of obstacle and the location of the obstacle on the map. The amount of the time taken to travel to the new location is calculated and added to the total time taken, and then the map and Game menu is re-displayed.

Randomly, monsters will appear for the party to fight—sometimes at the intended destination and sometimes along the way. If monsters appear, the player’s progress to his/her intended destination is halted, as indicated above, and the computer displays the Monster Encounter menu and the player has two choices as shown below:

F – Fight monsters  
R – Run/flee

If the player chooses to fight, the Fight Monster menu is displayed. If the player opts to flee, a virtual die is rolled (random number generator) to see if the player is successful. If successful, the player continues unabated to his/her intended destination. If unsuccessful, another random number is generated and the player either is attacked by the monsters and takes a random amount of damage, or the monster attacks and misses the player and the Monster Encounter menu is re-displayed.

***Explore location***

The computer displays a message describing the contents of the location/room and then the location/room is marked as visited. The ***map*** and Game menu is then displayed with the contents of the location/room showing on the map.

Items will be found along the way that will aid you in your quest. As a player explorers each location, he/she will need to take note of his/her surroundings and any objects presented in the description. If the player wants to pick up, drop, or use an item, he/she may do so by selecting the appropriate action from the Game menu and then select the item to perform the action upon.

If the intended destination is a room and it has a locked door or chest, thank goodness your party has a thief with lock picking skills! The player can choose to pick locks by selecting the appropriate option from the Game menu.

Similar to when traveling from location to location, random monster encounters may occur when a player arrives at his/her location. If monsters appear, the computer displays the Monster Encounter menu.

***Search for traps***

Several locations/rooms within the game contain hidden traps. Wow! Again, your party was thinking ahead when they enlisted a thief! Along the adventure, the player will have to actively look for hidden traps. At any location, if the player selects to search for, a virtual die is rolled (random number generator) to see if the player is successful in finding the hidden trap. The roll has the potential to be affected positively (e.g., magic ring, armor, etc.) or negatively (low health). If successful, the hidden trap is revealed and the Trap Encounter menu showing two possible options is displayed:

A – Avoid the trap  
D – Disarm the trap

The player can choose to ***avoid the trap*** or ***disarm the trap***. If the player chooses to ***avoid the trap***, another roll is made to see if the player meets with success. If unsuccessful, another random number is generated and either nothing happens and the Trap Encounter menu is re-displayed or the player suffers and random amount of physical harm. If the player chooses to ***disarm the trap***, the Disarm Trap menu is displayed. If the player is unsuccessful in searching for traps, a message displays stating that no traps were found and the Game menu is re-displayed.

***Manage inventory***

At any time in the game, the player can manage his/her inventory by selecting the ***View Items in Inventory*** option from the Game menu. If selected, the computer will display the player’s inventory—segregated into the following categories:

– Weapons  
– Armor  
– Miscellaneous

Within each of these categories, the computer will display the items the player currently possesses with equipped items marked with an asterisk.

The player will be limited in the number of items he/she will be able to carry in his/her inventory—including the following:

– Weapons (3 max)  
– Armor (1 max)  
– Miscellaneous (8 max – including 2 rings)

Along with a list of inventory items, the computer will also display the following Inventory Options menu:

U – Use item  
P – Pick up item  
D – Drop item  
E – Equip items from inventory  
Q – Quit current menu

If desired, the player selects an option. If an inventory item is needed to solve a particular challenge, and the player chooses Use item, the computer displays a message asking the player which object from inventory he/she would like to use.

If the amount is within the acceptable range, a message will be displayed showing the amount entered and the menu above re-displayed. The player explores the Black Swamp until he/she finds the required supplies to enter Myrr Blakkr. A player may not enter Myrr Blakkr until the necessary amount of supplies are discovered and procured.

When the letter Q is selected, the computer will re-display the Game Menu View.

***Equip items from inventory***

The computer displays the Inventory Category menu and prompts the user to select an item category as show below:

A – Armor  
H – Helmet  
R – Rings (2 max)  
W – Weapon, primary  
D – Dagger, secondary weapon (optional)  
S – Shield (optional)  
L – Lock picks  
P – Poison  
Q – Quit current menu

Once the player selects a category, the computer displays the appropriate item inventory sub-category items currently in inventory that fall within the selected category. The player then choses an item from inventory to equip, and the computer adds an asterisk next to the name of the selected item in the inventory. When the letter Q is entered, the computer will display the Game Menu View.

***Disarm traps***

As the player finds traps, he/she will be required to complete challenges in order to successfully disarm them. If the player gets the answer wrong, a random number will be generated to see whether or not the trap goes off. If the trap goes off, the player will take a random amount of damage from the trap. The player may continue to attempt to disarm the trap until he/she is successful…or dead. If successful, the computer will then re-display the Game Menu View. If unsuccessful, the computer will display a message that the game is over and then display the Main menu.

***Pick Locks***

A menu showing the list of locking picking tools is displayed as shown below:

T – Torches  
O – Oil flasks  
F -- Food  
W – Water for drinking  
R – Rope  
Q – Quit current menu

The player selects a tool. The computer will then re-display the Game Menu View.

***Restore health***

Still being written. The computer will then re-display the Game Menu View.

***Fight monsters***

If the player chooses to fight monsters, the computer checks to see if a weapon is equipped. The computer will then re-display the Game Menu View.

***Save the game***

The computer saves the player, game, map, inventory item, equipped item, and actor objects to a file and then displays a message saying that the game was saved successfully. Then display the Main Menu View.

***Load a saved game***

The computer reads the player, game, map, inventory item, equipped item, and actor objects from a file and then displays the Game Menu.

***End the Game***

If a player escapes Myrr Blakkr alive, the computer displays a personalized congratulations message along with the player’s health, total damage incurred, total number of traps set/disarmed, total number of foes vanquished, total amount of loot plundered, and the total elapsed time it took to complete the quest. The computer calculates a final score and displays the Main Menu View.