

Game Info and Walkthrough

Closet Monster Escape

Objectives and Scoring System

The game has one main objective (escape the house) but to do this the player must complete many minor objectives (collect 8 night-lights, feed cat, find key, defeat evil monsters, etc.). Although the game doesn't have an explicit scoring system, the player can check their progress by looking at the number of night-lights they have collected (the player learns at the start of the game that they need 8). At the end of the game, it lists how many times you died (another scoring metric).

Regions

There are 27 different regions in the game. Please see the map at the end of the document for a floor plan of the rooms. A player can LOOK and EXAMINE all rooms.

Objects

There is a total of 22 interactable objects in the game. 17 of them can be taken and dropped. All objects may be EXAMINED by the player.

Enemies

There is a total of 4 different types of enemies. Each enemy has unique stats and descriptions. 3 of them can move around to different rooms:

- SMALL_RAT can be found in room B2, B3 or B4
- LARGE_RAT can be found in B8 or B9
- GNOME can be found in B7 or B6

The possessed BOX always remains in B5

Combat with enemies is not trivial. To defeat an enemy, you must lower its health to 0 before it kills you. You may not escape from a fight. Attacking works with a simple set of commands and both the player and the enemies have different accuracy stats.

Characters

There is a total of 4 characters. 3 of them can move around to different rooms:

- Rodney can be found in NORTH_LIVING_ROOM or SOUTH_LIVING_ROOM
- Sparky can be found in BATHROOM, MASTER_BEDROOM or SOUTH_HALLWAY
- Spud can be found in FOYER, SITTING_ROOM, KITCHEN or MUD_ROOM

Tango is always in the MUD_ROOM

All characters respond to TALK and ASK commands

Instructions

The game doesn't come with instructions as the player is intended to figure out how to play as they progress through the game. If instructions are required there is a HELP command (which the player learns about near the start of the game). The HELP command lists all possible actions the player can take.

Instructions for running the game are simple: run the main function in the `comp1501_w20_101111338_a4_source.py` file.

Walkthrough

The walkthrough is separated into bullet points and should be used if the player becomes stuck. There are many interesting parts of the game that are not included in the walk-through so the player should spend some time exploring the game world on their own. The walkthrough only includes the essential parts to winning the game (i.e. takes the fastest path to the goal). **Please take the time to play through the game first – I tried to make it as easy to follow as possible so the player shouldn't have to use this guide at all! 😊**

Steps:

- Go to BED, take TEDDY
- Go to CLOSET, examine CLOSET
- Go to BEDROOM

The game will not allow you to progress if you haven't taken your TEDDY.

- Go to SOUTH_HALLWAY
- Go to NORTH_HALLWAY
- Go to STUDY
- Take BOWL
- Go to NORTH_HALLWAY
- Take CAT_FOOD
- Go to SOUTH_HALLWAY
- Find Sparky (he will be in SOUTH_HALLWAY, BATHROOM or MASTER_BEDROOM)
- Give SPARKY
- TAKE NIGHT_LIGHT
- Go to MASTER_BEDROOM
- Take NIGHT_LIGHT
- Go to BATHROOM
- Take NIGHT_LIGHT
- Take SOAP (will increase attack power vs monsters)
- Go to SOUTH_HALLWAY
- Go to NORTH_HALLWAY

Before descending the stairs, you should have 3 NIGHT_LIGHTS. The game will not allow you to progress down the stairs if you have not fed SPARKY.

- Go to FOYER

- Find Spud (he will be in the FOYER, SITTING_ROOM, KITCHEN or MUD_ROOM)
- Ask Spud (he will give you a NIGHT_LIGHT)
- Go to SITTING_ROOM
- Examine CLOSET (you will get a NIGHT_LIGHT and some BATTERIES)
- Go to FOYER
- Go to SOUTH_LIVING_ROOM
- Find Rodney (he will be in SOUTH_LIVING_ROOM or NORTH_LIVING_ROOM)
- Give Rodney (you will give him the batteries)
- Rodney will regain energy and he will tell you there is a NIGHT_LIGHT in the FOYER
- Go to FOYER
- Take NIGHT_LIGHT

At this point you should have 6 NIGHT_LIGHTS

- Go to SITTING_ROOM
- Go to KITCHEN
- Go to MUD_ROOM
- Go to NORTH_LIVING_ROOM (to get POOL_CUE)
- Go to MUD_ROOM
- Talk to Tango
- Ask Tango
- Go to BASEMENT_STAIRS
- Go to LANDING

You are about to enter the basement. As a challenge to the player, the navigation in the basement becomes different. You may only navigate using the GO FORWARD, GO BACKWARD, GO LEFT and GO RIGHT commands. There is also combat in the basement. If you are close to dying, head back upstairs and Take JUICE. This will restore your HEALTH to full. Take a look at the map to see where you need to go.

In order to get to the KEY room from the LANDING. Go Left, Forward, Left, Forward. Do the same thing in reverse to get back.

There is a NIGHT_LIGHT in the basement. To get there from the LANDING Go Left, Backward. Do the same thing in reverse to get back.

There is a NIGHT_LIGHT that drops when you kill the possessed BOX. To get there from the LANDING go Right. Do the same thing in reverse to get back. In order to kill the BOX, keep attacking until it dies. If you have the POOL_CUE (3) or the SOAP (2), you will do 3 or 2 damage each turn respectively. If you have neither you will do 1 damage and most likely die.

If you kill an enemy it will stay dead for the rest of the game.

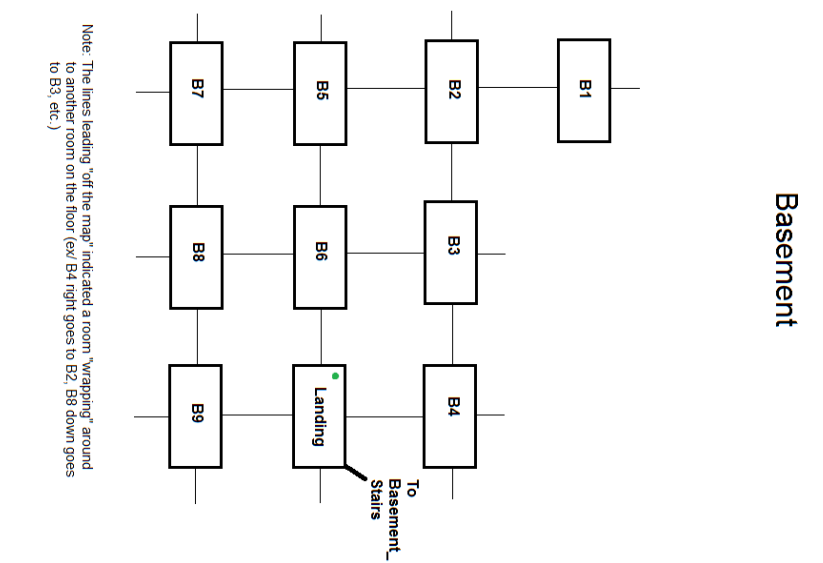
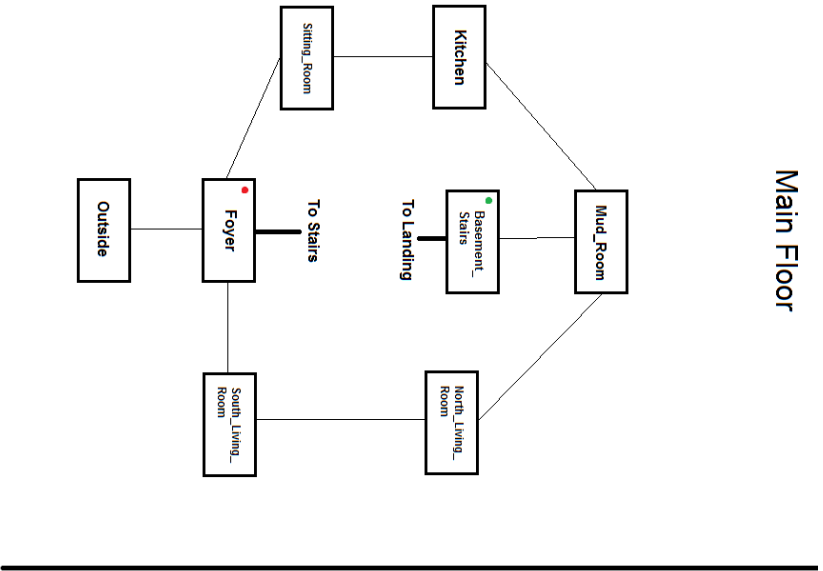
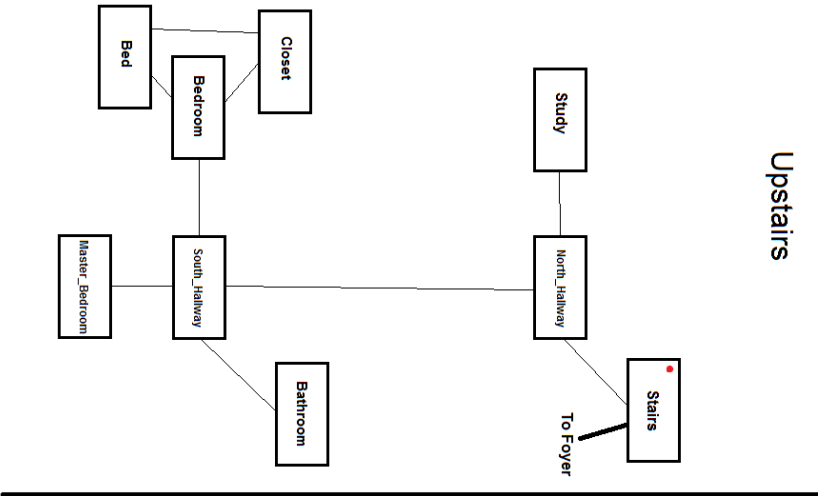
If you die in the basement you will be transported back to the MUD_ROOM with 2 HP. You will however, keep all of your items.

After the basement you should have all 8 NIGHT_LIGHTS and a KEY

- Make your way back to your BEDROOM

- Go to CLOSET
- Examine CLOSET
- Watch cutscene
- Make your way to the FOYER
- Go OUTSIDE
- Watch cutscene

You have completed the game! The number of times you died will be displayed as your “score”.



Note: The lines leading "off the map" indicated a room "wrapping" around to another room on the floor (ex/ B4 right goes to B2, B8 down goes to B3, etc.)

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Thank you so much for playing I hope you enjoyed the adventure!

Tom