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Algorithm

User is presented a set of instructions, detailing the object of the game and available commands

If the user looks around, he will see a large pyramid.

If he inspects the pyramid, he will notice a poetic warning inscribed above a large door

When he gives the door a tug, it creaks open

Upon entering, the door shuts behind him. He cannot exit if he tries.

Initiate the global variables health and inventory

**Level 1**

If the player LOOKs, he will find that he is in a large room. Directly in front of him he sees a door. To one side there is a long sarcophagus, plated in gold and hieroglyphics.

If he inspects the door, he will find that it is flanked by a skeleton hand protruding from the wall. The door is locked. Above the hand, the word ‘tribute’ is inscribed.

If he inspects the sarcophagus, he will notice it’s extravagance. On the lid the words ‘thief’s reward’ are written. If he lifts the lid, he will find an ancient mummy. He must remove a medallion from around the mummies neck.

Upon placing the medallion in the skeleton’s hand, the door slides open revealing a chest and a set of stairs. The chest contains a key. The stairs lead to the next floor.

**Level 2**

1. “The room you have entered seems to be smaller and a little brighter than the previous one…”
2. If “Nope”:
   1. “You decide that you are a rabid monkey. You charge head first into the wall. Not surprisingly, it makes a loud clank and you fall unconscious.”
   2. *Reduce health count by* ***50****.*
3. If “Look”:
4. “You find a dusty mirror hanging loosely angled on the left wall, some hieroglyphics to the right, a red box left of that, and dense thorny bushes. ”
5. If “Throw Flashlight”:
   1. “You blindly hurl your flashlight upwards without looking. It merely lands on your head with a thud. No blood clot occurs, but it hurts. You wonder how you made it this far in life while making decisions similar to that.”
   2. *Reduce health count by* ***3***. Acquire
6. If “Take Mirror”:
   1. “Without looking inside you detach the mirror from the wall and put it in your pocket… how the heck did you do that?”
   2. *Mirror added to* ***Inventory*** *list.*
   3. *Set* ***no\_mirror*** *to True.*
   4. “Oddly enough, lettering you recognize is found behind where the mirror once hung.”
   5. “It reads: htiw detrats yeht tahw esol tsum eno ,htrae detaeh eht nihtiw”
   6. “Unfortunately for you, you were not educated in such a language.”
7. If “Look in Mirror”
   1. If “**no\_mirror**” is True:
      1. “You read the text again. It reads: htiw detrats yeht tahw esol tsum eno ,htrae detaeh eht nihtiw”
   2. Else:
      1. “Inside of the mirror you find yourself, looking sexy as ever with your good looks…”
      2. “…and a dark object approaching you at an incredible rate…”
      3. “Before you could react (likely scream), you are whisked away.”
      4. “You wake up to an indescribable sound. You find yourself on the previous floor, near the entrance of the pyramid. “
      5. “The creature doesn’t follow any safety procedures, so you got hurt for some reason”.
      6. *Reduce health count by* ***10****.*
      7. *Restart at the beginning of Level 1, keep inventory.*
8. If “Inspect hieroglyphics”:
   1. “You translate the text…”
   2. “IT… IT DON GIV MECRI NO LOOKIE”
   3. “You then wonder why the text looks smeared in a bloody red.”
   4. “The text vanished before your eyes mere moments after you take a step to your left for 1.6 picoseconds.”
   5. *Return to inspection menu.*
9. If “Take red box”:
   1. “Forgetting that you cannot do a push-up, you grab the box and lift it up. Spikes instantly pop out from the sides of the box and stab you. In instinct, you drop the box, right on top of your foot. Your cries of agony echo loudly throughout the room.”
   2. *Reduce health count by* ***20****.*
10. If “Inspect red box”:
    1. “You take a closer look at the red box. It seems oddly metallic for an ancient pyramid…”
    2. “You see that it is tightly shut with a key lock in place.”
    3. If “use key”:
       1. “With a quick click, the red box’s lid pops off.”
       2. “Within you find a flint and steel.”
       3. *Loop until* ***take flint and steel.***
       4. If “take/grab/acquire/pick up/ flint and steel”:
          1. “You place the Flint and Steel in your pocket. You’re lucky your pants don’t catch on fire.”
          2. *Flint and Steel added to* ***Inventory*** *list.*
       5. Else:
          1. “I do not know what you mean, try something else.”
       6. *Return to inspection menu.*
11. If “Inspect bushes”:
    1. “You step closer to the dense thorns. You feel nervous around them. At the end you see a light shimmering from the ceiling…”
    2. If “Enter bushes”:
       1. If **no\_bush** is **False**:
          1. “You attempt to push through the bushes, but you are severely wounded from the sharp thorns. You retreat for now back into the main area.”
          2. *Reduce health count by* ***5****.*
          3. *Return to inspection menu.*
       2. Elif **no\_bush** is **True**:
          1. “You easily slide through the bushes. You find yourself in front of a ladder.”
          2. If “ascend/go up/grab ladder”:
             1. ***Proceed to Level 3.***
    3. If “Use flint and steel”:
       1. “You go near the bushes and light the flint and steel. The thorns of the bushes are now nonexistent.”
       2. *Set* ***no\_bush*** *to* ***True****.*
       3. *Return to inspection menu.*

**Level 3**

The user looks around by inputting “look”  
User sees a piece of parchment hanging on the wall  
User inspects parchment  
The parchment contains a riddle  
The answer to the riddle about the alphabet

User finds a screwdriver if they look on the floor

Unscrewing a screw on the wall will make some stones fall  
Behind them is a puzzle

The goal is to arrange the tiles in alphabetical order  
There are fifteen tiles and one “space” tile arranged in a 4 by 4 grid

Each letter has a number  
Each position on the grid also has a constant number  
Selecting a tile subtracts or adds one or four to the letter’s number   
(depending on the direction in which the space is)  
The opposite operation is performed on the space tile

The program matches the letter’s number to the number corresponding with a spot on the grid  
A series of print statements place the tile in the right spot  
the tiles now move to their corresponding places

Solving the puzzle opens the door to the stairs

**Move limit? Health loss if failure to complete the puzzle within it?**

**Level 4**

User needs to open a door by moving air into two (**three?**) pipes  
(the pressure turns switches, that open the door)

Each pipe is wide, covered with a grille, and set into a wall

(oddly technologically advanced Egyptians…)  
  
It is quite obvious (if the player LOOKs) that there is a switch at the end of each pipe  
The switch needs constant air to turn on (**riddle**)  
ONE switch is in throwing distance

Player finds a quickly rotating stick in the wall  
(inspecting the wall without looking at it first will result in damage)

Player must find blades to a fan, hidden in a mosaic of an Egyptian Pharaoh

Player turns off spinning stick (**puzzle here?**)  
Xe assembles fan on the spinning stick using screwdriver from level 3  
TO PASS, THE PLAYER MUST PUT THIS NEXT TO ONE OF THE DEEPER PIPES  
THE ROCK WILL NOT REACH THE SWITCH OF THE DEEPER PIPE

If the player picked up the rubble from level 3, and kept the screwdriver,   
xe will unscrew the grille OF THE SHALLOW PIPE, and throw a rock at the final switch,   
thus breaking it and opening the door

**Level 5**

First the user must stealthily kill an alien. Then he must use the computer in the room (password is aliens) to unlock the treasure vault.

Entering the vault will trigger a gas attack

Searching the alien will add a gas mask to the user’s inventory. The gas mask cannot be used until the user opens his flashlight to borrow the batteries.

When he takes the gold, the user win’s the game and the lob breaks.