

# animationscript.txt

SplashKit Animation

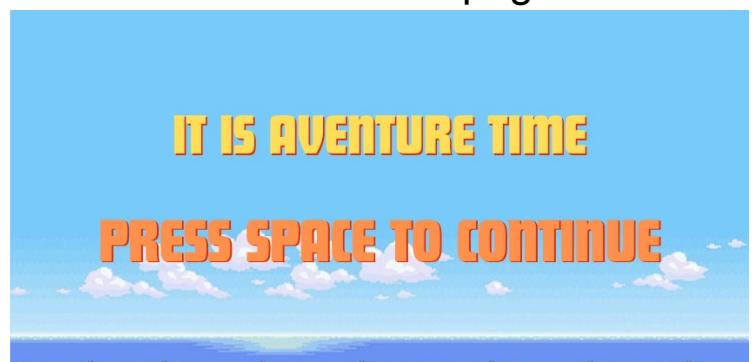
```
// f: identifier, cell number, duration, next frame
f:[0-7],[0-7],12,0
f:[8-15],[8-15],12,8
f:[16-23],[23-16],8,16
f:[24-31],[24-31],8,24
f:[32-39],[32-39],12,32
f:[40-47],[47-40],12,40

// identifiers
i:Right,0
i:Left,8
i:RunLeft,16
i:RunRight,24
i:DeadRight,32
i:DeadLeft,40
```

marine.png



GameStart.png



sky.png



desert.jpg



Instructions.png

#### HOW TO PLAY

• **MOVEMENT CONTROLS:**  
Use the Up, Down, Left, and Right arrow keys to move your character around the game map.

#### • MAP NAVIGATION

Switch between different maps using the keys 1, 2, 3, and 4. Each number corresponds to a different map within the game.

#### • COLLECTING ITEMS

As you explore, keep an eye out for gold and other valuable objects. Move your character over these items to collect them.

Some objects can only be collected when there is a notification on the console indicating they are ready to be picked up.

#### • AVOIDING DANGERS

Be cautious of bombs scattered around the maps. Avoid touching them to keep your character safe and continue your adventure.

#### • INVENTORY CHECK

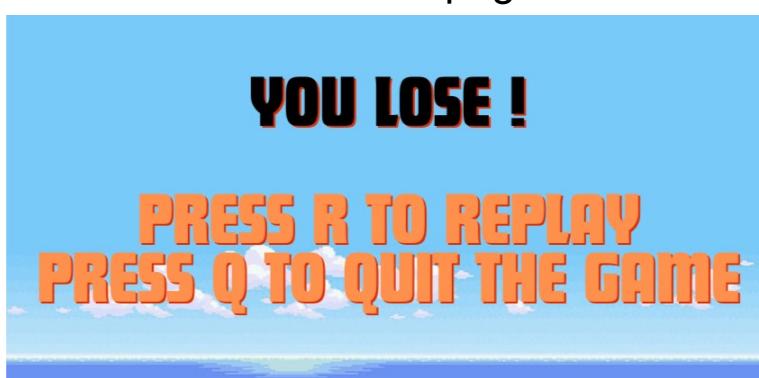
Press the Tab key to view all the items you've collected so far. This will help you keep track of your progress and plan your next moves.

Press Space To Continue ->

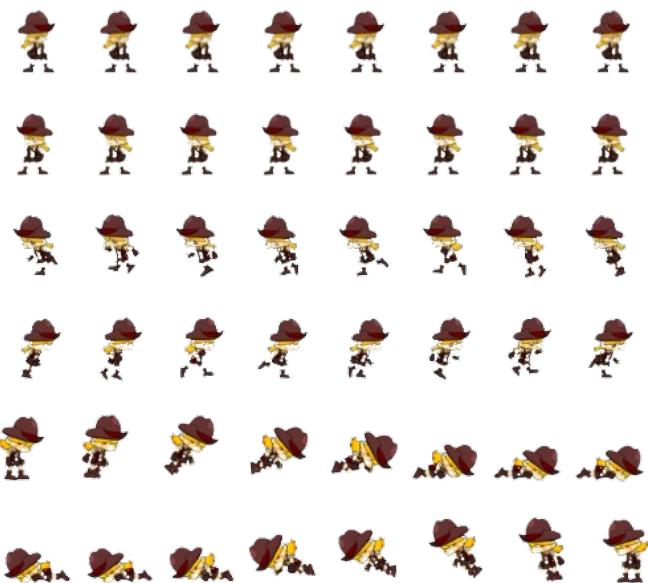
jungle.png



GameOver.png



playerImage.png



jumppotion.png



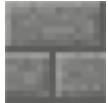
speedpotion.png



sword.png



land.png



Gold.png



Bomb.png



# map.txt

The screenshot shows a Windows desktop environment with Visual Studio 2022 running. The title bar of the application window says "CustomProject". The main area displays a text file named "junglemap.txt" containing a grid-based map definition. The map consists of 40 lines of characters representing terrain and objects. The Solution Explorer on the right shows the project structure, including files like Player.cs, GameProcessor.cs, Programs.cs, FastMovementLocs.cs, HighJumpUnlocked.cs, ISubject.cs, SwordObserver.cs, ScoreObserver.cs, and SwordUnlocked.cs, along with the "junglemap.txt" file.

```
1  #####
2  .#..#
3  .#..#
4  .#..#
5  .#..#
6  #o...#
7  .#..#
8  .#..#
9  .#..#
10 .#..#
11 .#..#
12 .#..#
13 .#..#
14 .#..#
15 .#..#
16 .#..#
17 .#..#
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32 .#..#
33 .#..#
34 .#..#
35 .#..#
36 .#..#
37 .#..#
38 .#..#
39 .#..#
40 .#..#
```