FULL GUIDE TO PLAY "DUNGEON OF HOPELESS"



Dungeon of Hopeless is an action-adventure game that inspired by The Legend of Zelda series. This game is made by using C programming language and using Dev C++ IDE.

Player have one goal in this game, which is to escape from this dungeon. To escape from the dungeon, Player must have to go to the Escape Gate. But before to get there, player have to go through all the obstacles on the map and find the keys to open all the roads. There are many monsters guarding this dungeon, so player have to fight them.

This is the map of the game.

And below here, there is
explanation about this game:

P: Player

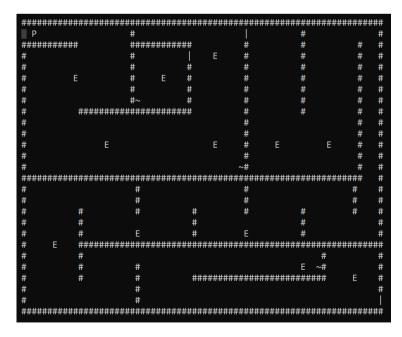
E: Enemy

~: Key

#:Wall

|: Closed Gate

: Opened Gate



There is the detail about the player:

Movement:

Player can move up, down, left and right on this game.

Press W: To move up

Press A: To move left

Press S: To move down

Press D: To move right

Action:

There is some action that player can do:

Press Spacebar: To attack or use sword

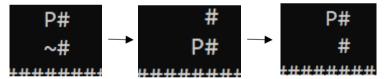
Press F : To take a key

Press Enter : To open the gate

- To kill enemy, player have to stand next to the enemy and press Spacebar.



- To take a key, player have to stand on the key and press F.

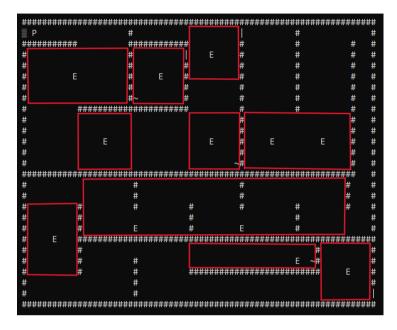


- To open gate, player have to take the right key and stand next to the gate to open it and press Enter.



There is the detail about the enemies:

- Each enemy has its own base, and the base range is also different. For more details about the base range of enemies, see the image below.



- Enemies will only move within its base.
- Enemies has left,right,up,down and diagonal movement.
- Enemies will moves randomly when the player is not in their base.
- When player on the enemy base, the enemy on that base will chasing the player.
- When the enemy is chasing the player, an exclamation mark will appear above the enemy



- When the enemy successfully catch the player, the player will died.

Ilustration source: