Story Game

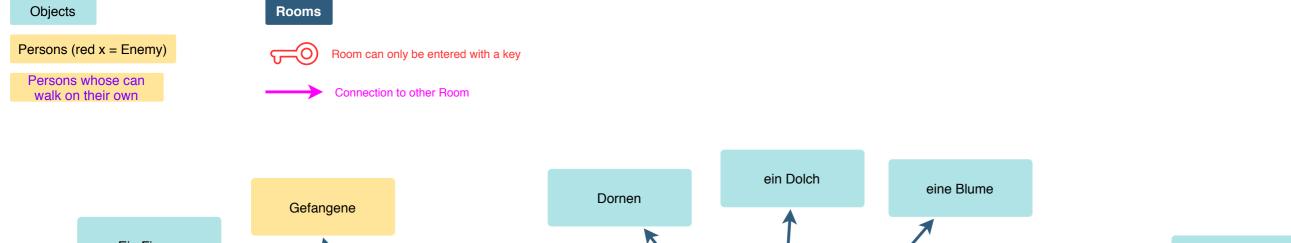
revolution can continue.

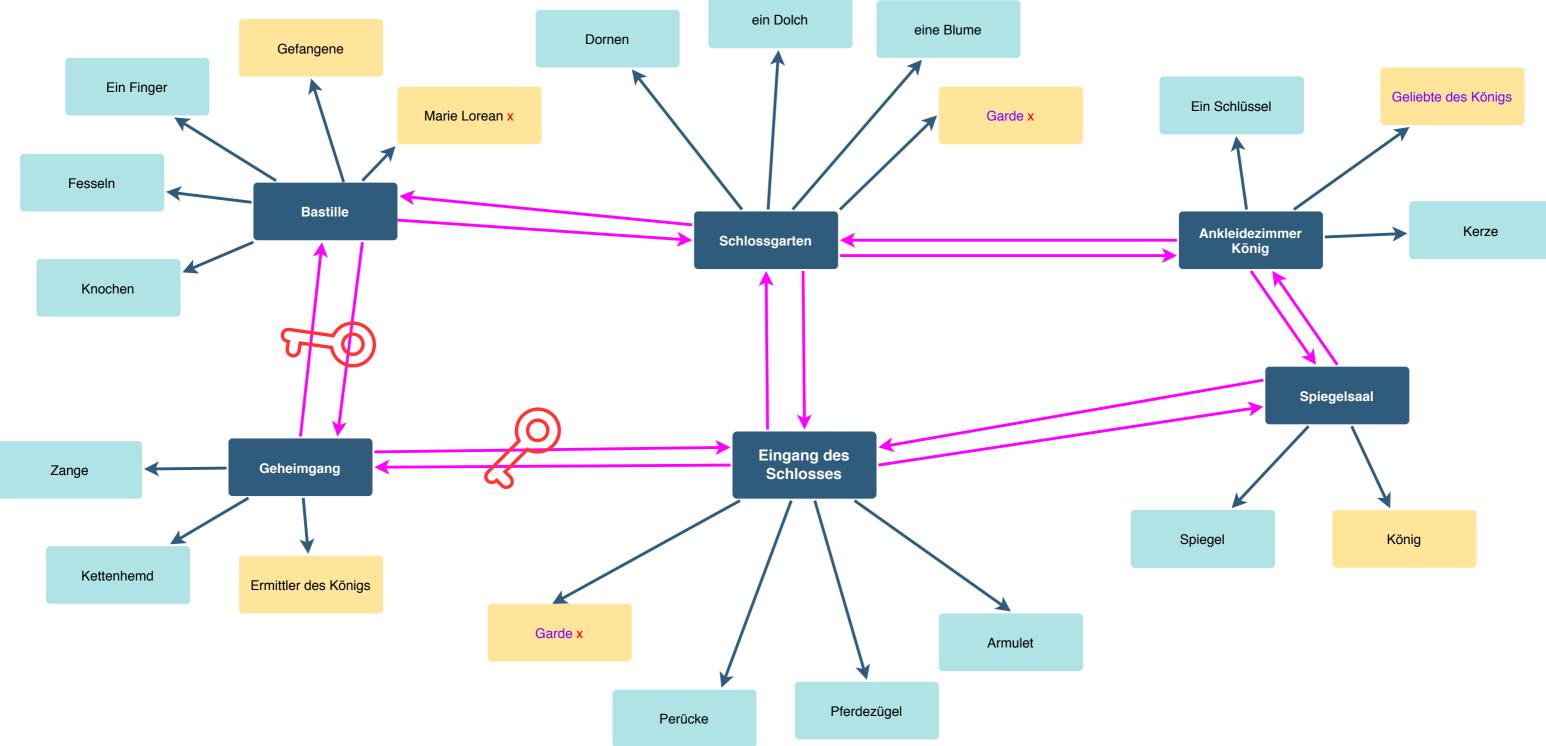
The king awaits you in the Hall of Mirrors. You are ordered to murder Marie Lorean, who is being held in the Bastille. Once there, you fight Marie, but after he has lost 50% of his life, he convinces you

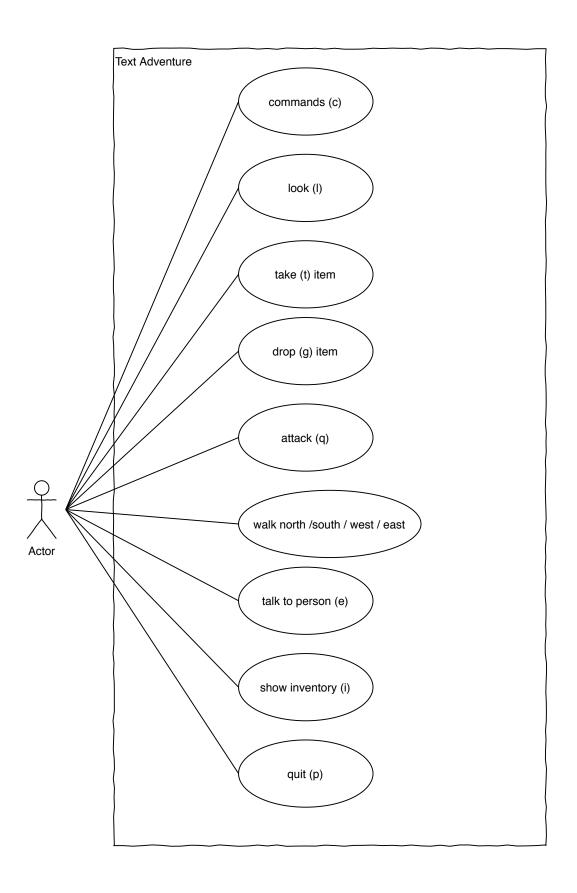
that he is innocent. He tells you that the King's detective knows more. He is in the secret

passageway, which can only be entered with a key. The detective describes what has happened and that a revolution is coming. From this moment on, the guards have it in for you. They will fight you

whenever you meet them. You have to find the king and hand him over to the prisoners so that the







Auf den Spuren des Königs

Herzlich Willkommen in Versailles Lord Mercier! Ihre Majestät, der König, erwartet Sie im Spiegelsaal. Bewege Dich mit w, a, s, d nach Norden, Westen, Süden, Osten Mit der Eingabe von c erscheinen alle zur Verfügung stehenden Befehle Was möchtest du tun?: s Du befindest dich im Eingangsbereich des Schlosses. Du siehst eine Perücke ein Armulet Pferdezügel Was möchtest du tun?: c commands (c), look (l), inventory (i) ... Was möchtest du tun?: d Du befindest dich im Spiegelsaal des Schlosses. Du siehst Was möchtest du tun?: I Du befindest dich im Spiegelsaal des Schlosses. Du siehst Was möchtest du tun?: i Momentan befindet sich nichts in Deinem Inventar. Was möchtest du tun?: t Welches Item soll aufgenommen werden?: ein Schlüssel Was möchtest du tun?: q Welche Person soll attackiert werden?: Königsgarde Du hast das Battle gewonnen. Königsgarde verbleiben noch 80 Lebenspunkte. Was möchtest du tun?: e Die Geliebte des Königs sagt: "..." Was möchtest du tun?: Isadöl Diese Aktion steht nicht zur Verfügung. Um alle Aktionen sehen zu können, drücke c." Was möchtest du tun?:

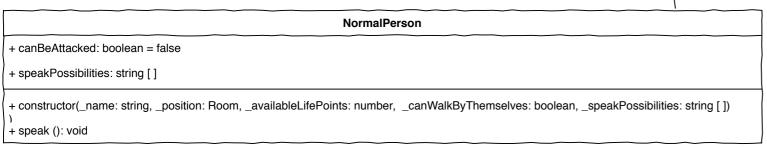
+ name: string + lifePoints: int + canBeAttacked: boolean + posX: number = 0 + posY: number = 0 + currentRoom: Room + canWalkByThemselve: boolean + constructor(_name: string, _position: Room, _availableLifePoints: number) + walk(): void + roomDoesNotExist(): boolean + speak (): string

Extends

Extends

Extends

Enemy + canBeAttacked: boolean = true + constructor(_name: string, _position: Room, _availableLifePoints: number, _canWalkByThemselves: boolean) + speak (): void + attack(): void - lostBattle(): void - wonBattle(): void + walk(): void



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+ canBeAttacked: boolean = false
+ constructor(_name: string, _position: Room, _availableLifePoints: number, _canWalkByThemselves: boolean, _speakPossibilities: string []) + speak (): void

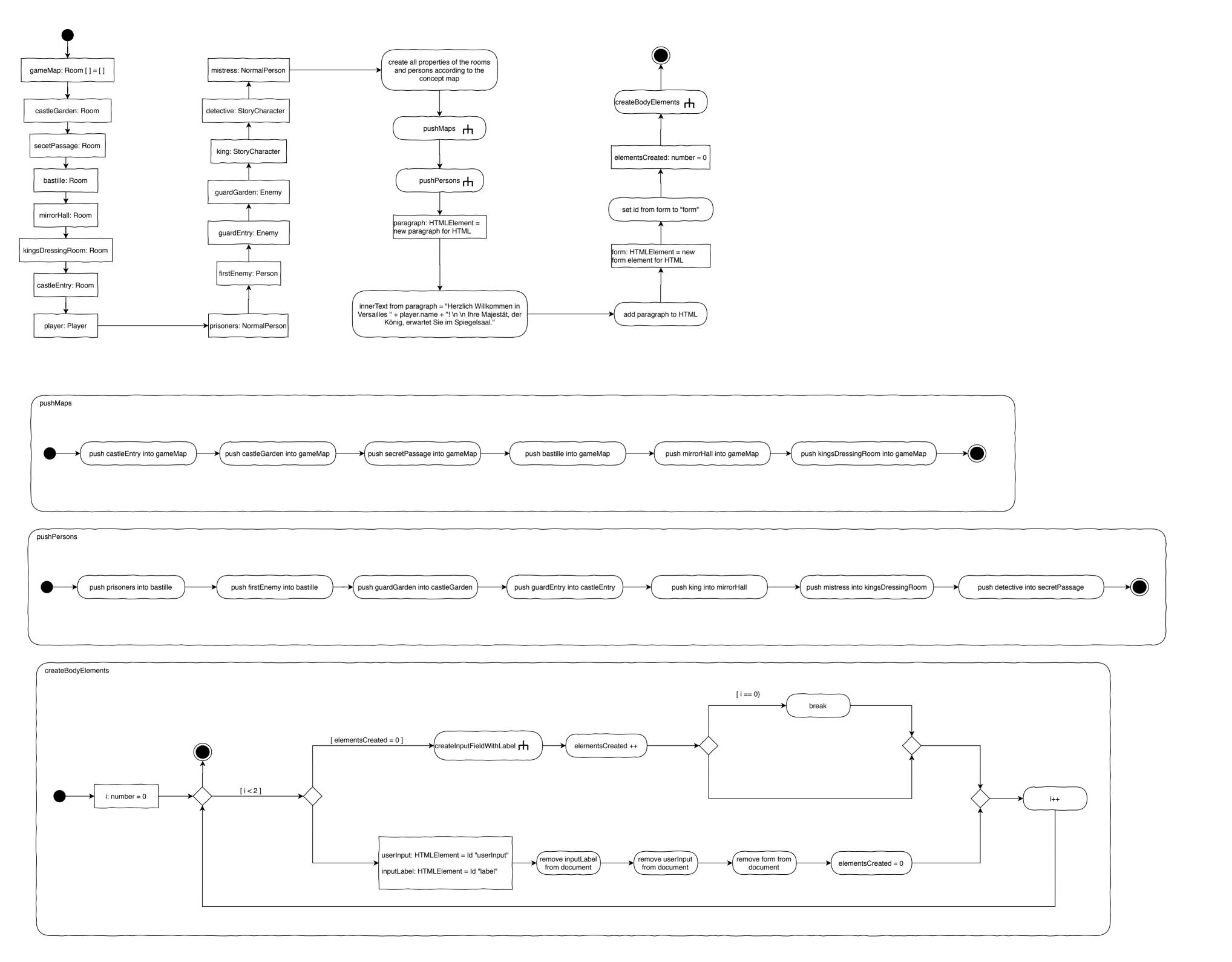
Room

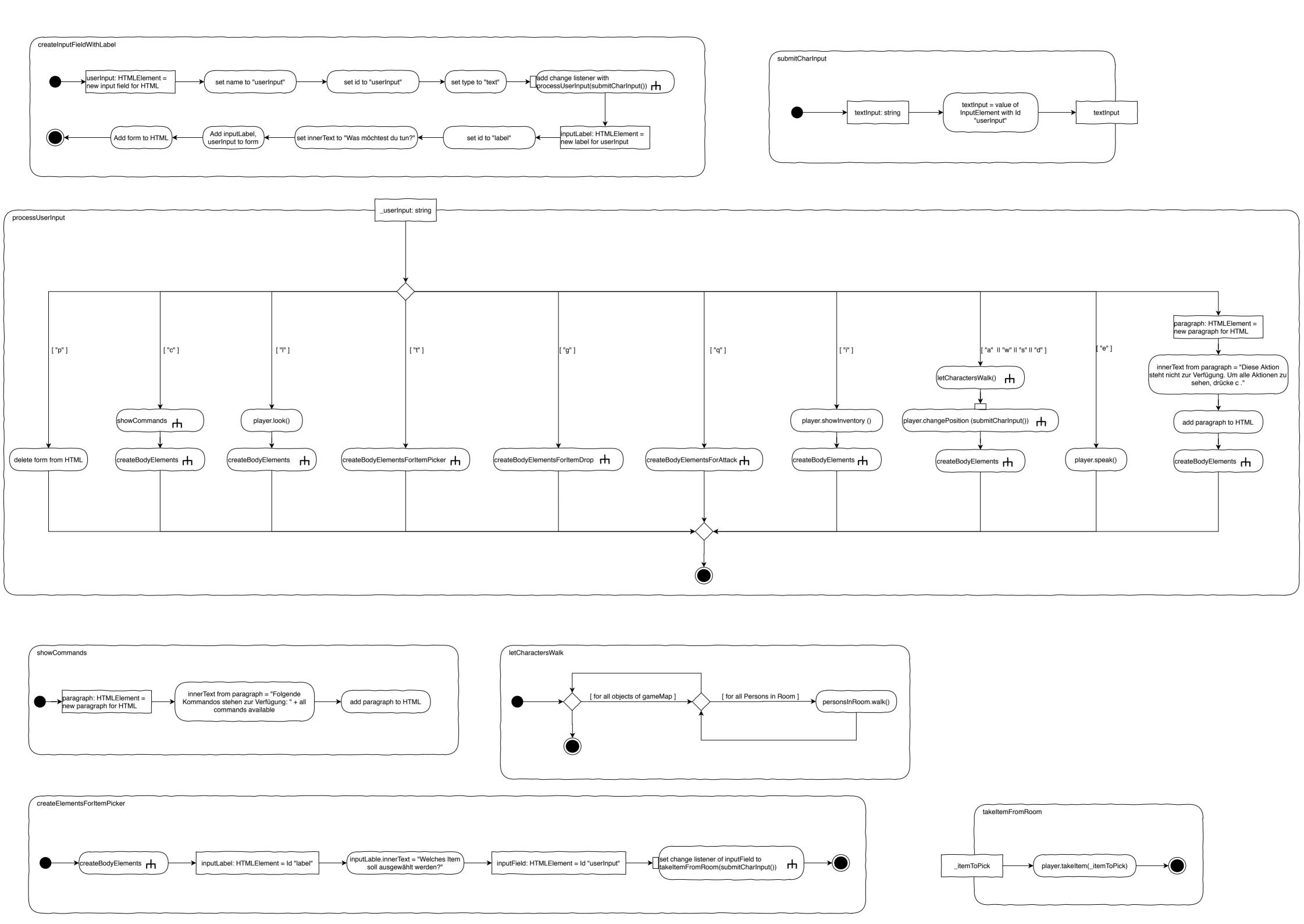
- + name: string
- + description: string
- + objectsInRoom: string []
- + personsInRoom: Person [
- + constructor()

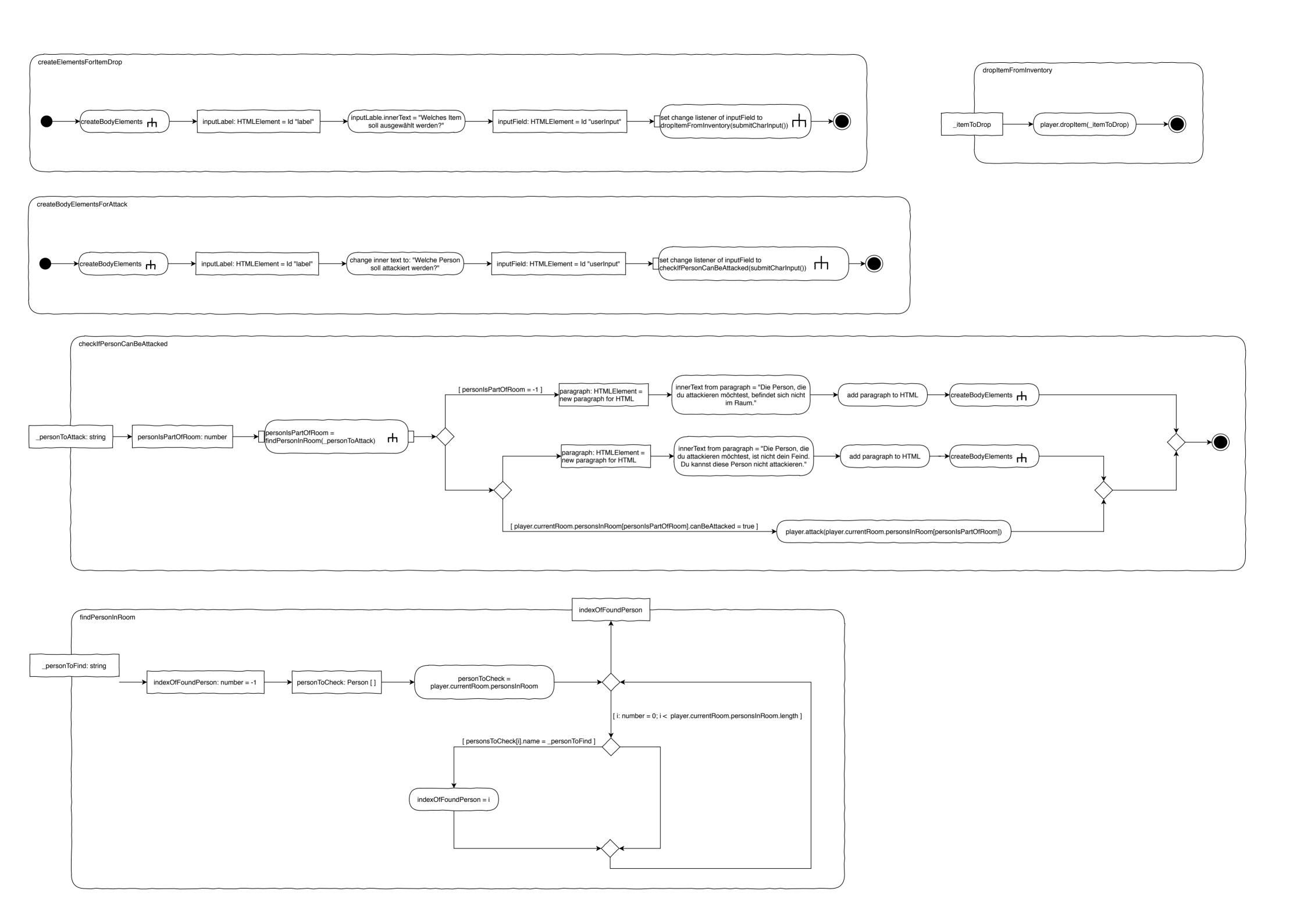
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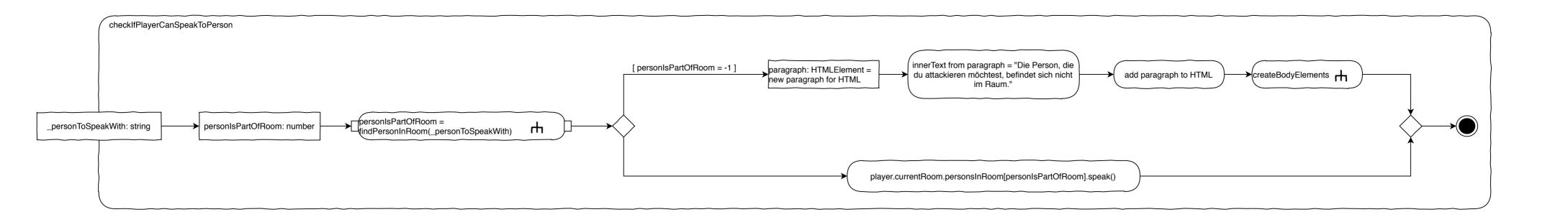
Player

- + canBeAttacked: boolean = true
- + inventory: string []
- + level: number = 0
- + speak (): void
- createBodyElementsForSpeak(): void
- + changePosition(_userInput: string)
- checkIfPlayerIsAttacked(): void
- + takeItem(_item)
- findPositionOfItemToPick(_itemToCheck: string)
- + dropItem(_item)
- findPositionOfItemToDrop(_itemToCheck: string)
- + look(): void
- + showInventory(): void
- + attack(_personToAttack: string): void
- wonBattle(_enemy: Person): void
- lostBattle(): void

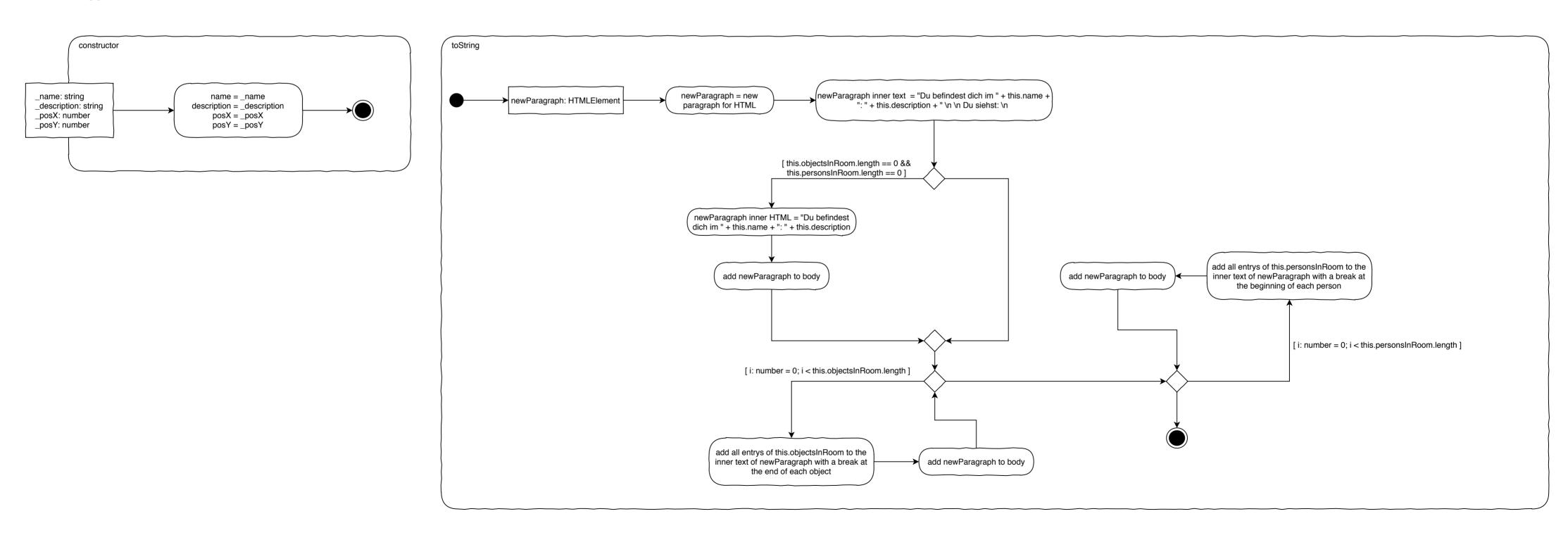




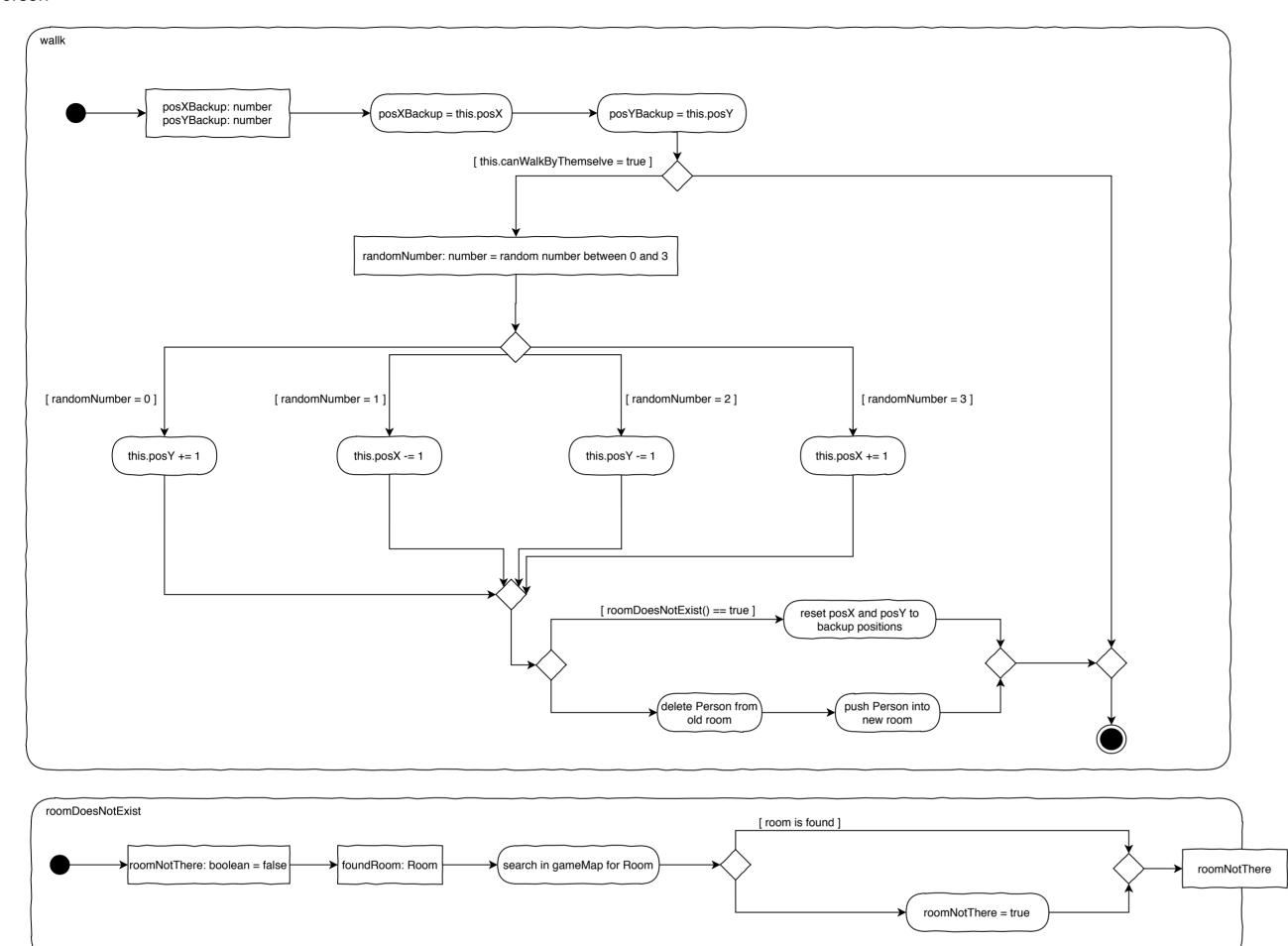




Room



Person



NormalPerson

