

HD- Level Custom Program

<https://github.com/Yozzyyy/D-HD-COS20007/tree/main/CustomProjectHD>

GitHub link to my HD Level source codes

Console output (Hd Stream Extra Implementation I did from D)

<https://youtu.be/7kytNqpO5PM> A video explaining how my game works


```
Your Inventory:
Your inventory contains:
1. Map - It might tell something useful
2. A Key - A key? What does it do? .
3. A Ball of Slime - a sticky ball of slime
Would you like to use an item? (yes/no):
yes
Enter the name of the item you wish to use:
a ball of slime
Using A Ball of Slime...
It's a ball? It's a green marble? wait no it's a ball of slime??



Im a wise slime to give some warning... always count to two to not face the consequences.
```

use function will now work as intended

```
Enter the name of the item you wish to use:
A key
Using A Key...
This Key unlock the answer to this room. What key has musical note? piano is the answer. To pass this room


```

Some item now have intended use like this key will tell the answer to this room


```
Enter the name of the item you wish to use:  
a orb  
Using A Orb...  
It's a orb, looks red but can't make out what it does? what does it do?
```



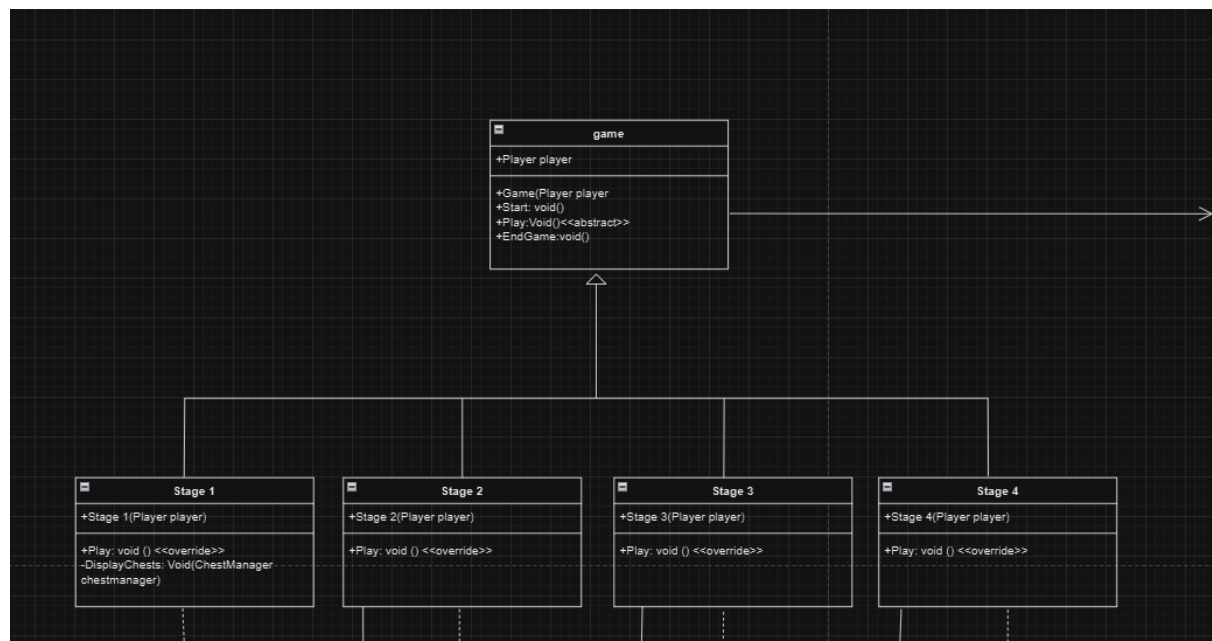
You lost 1 health from the poison.

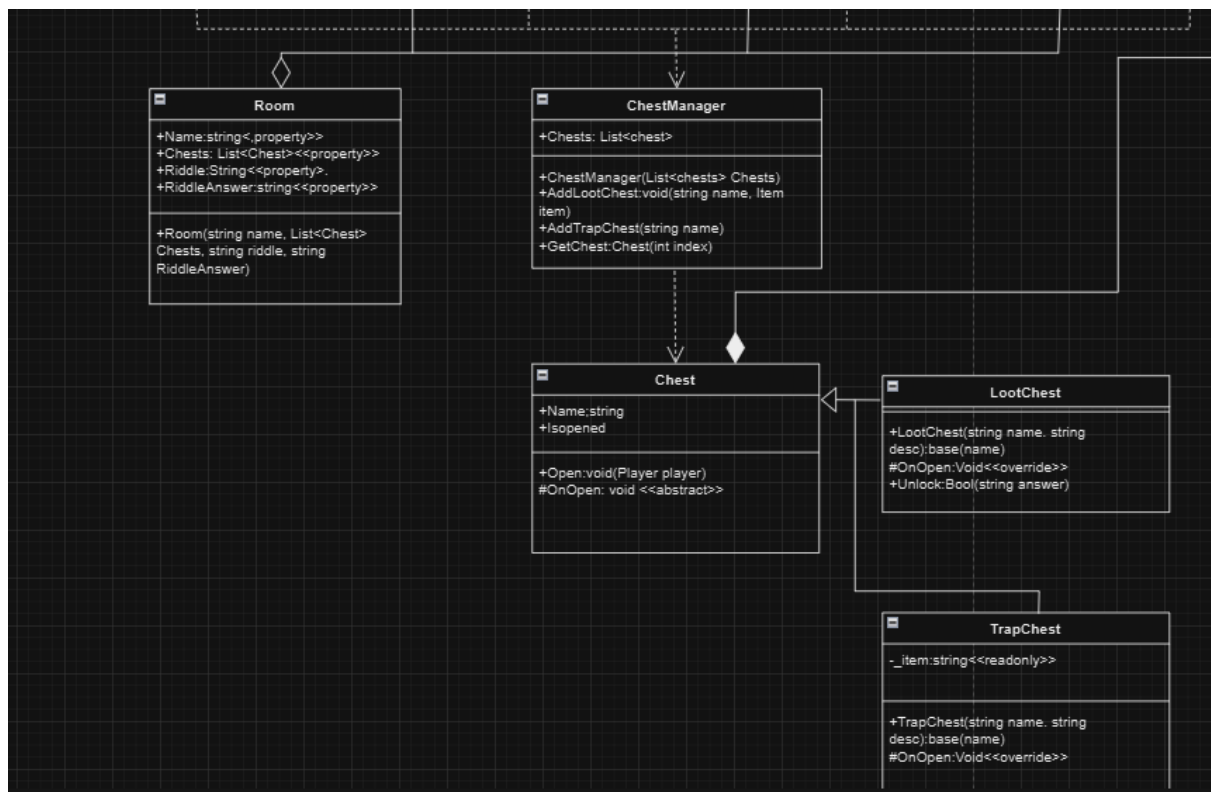
some item is cursed where it will reduce your health when use it.

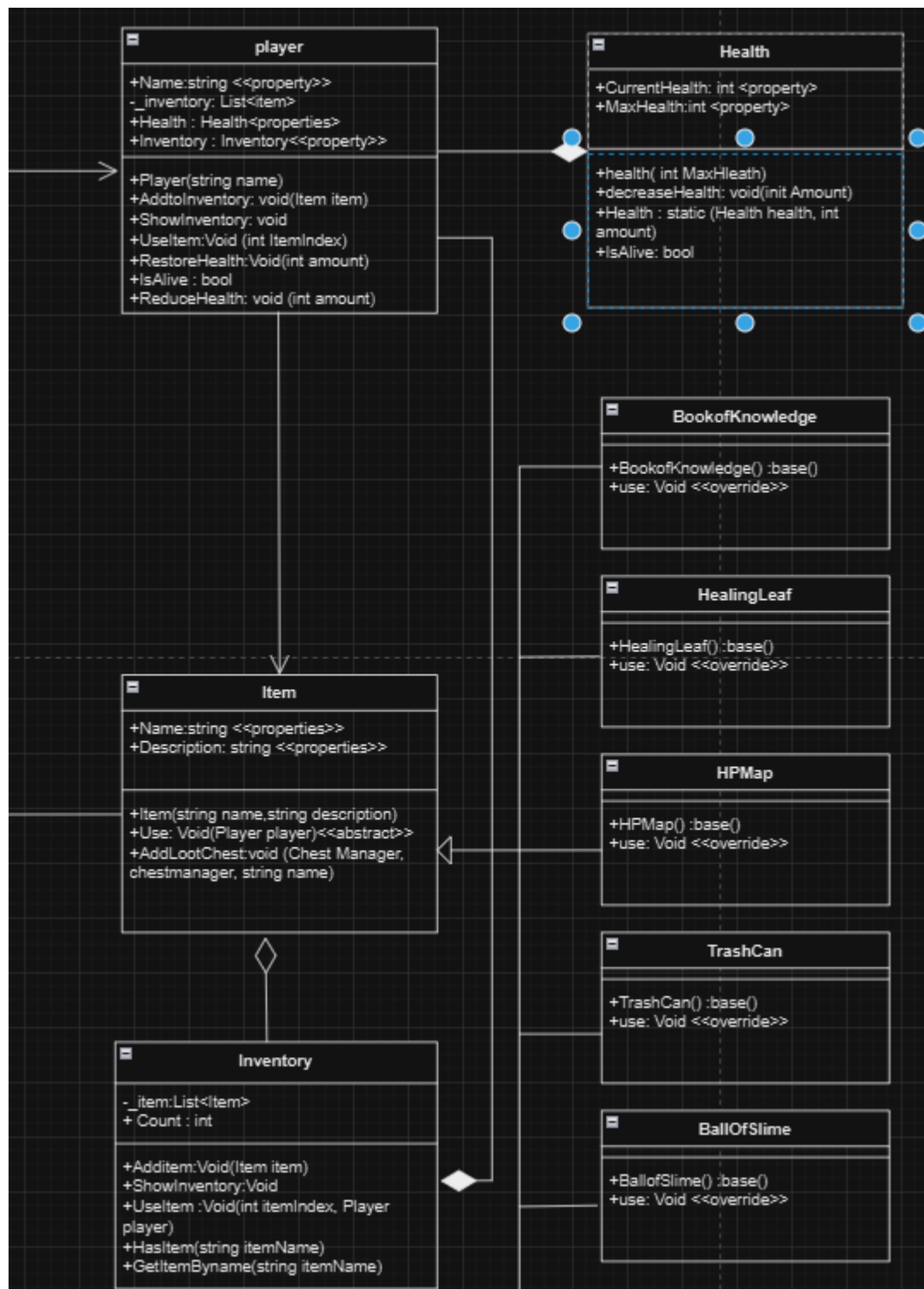
```
Available actions:  
- Enter '1' to open the Final Chest.  
- Enter '2' to open a secret Final Chest  
- Type 'look' to check your inventory.
```

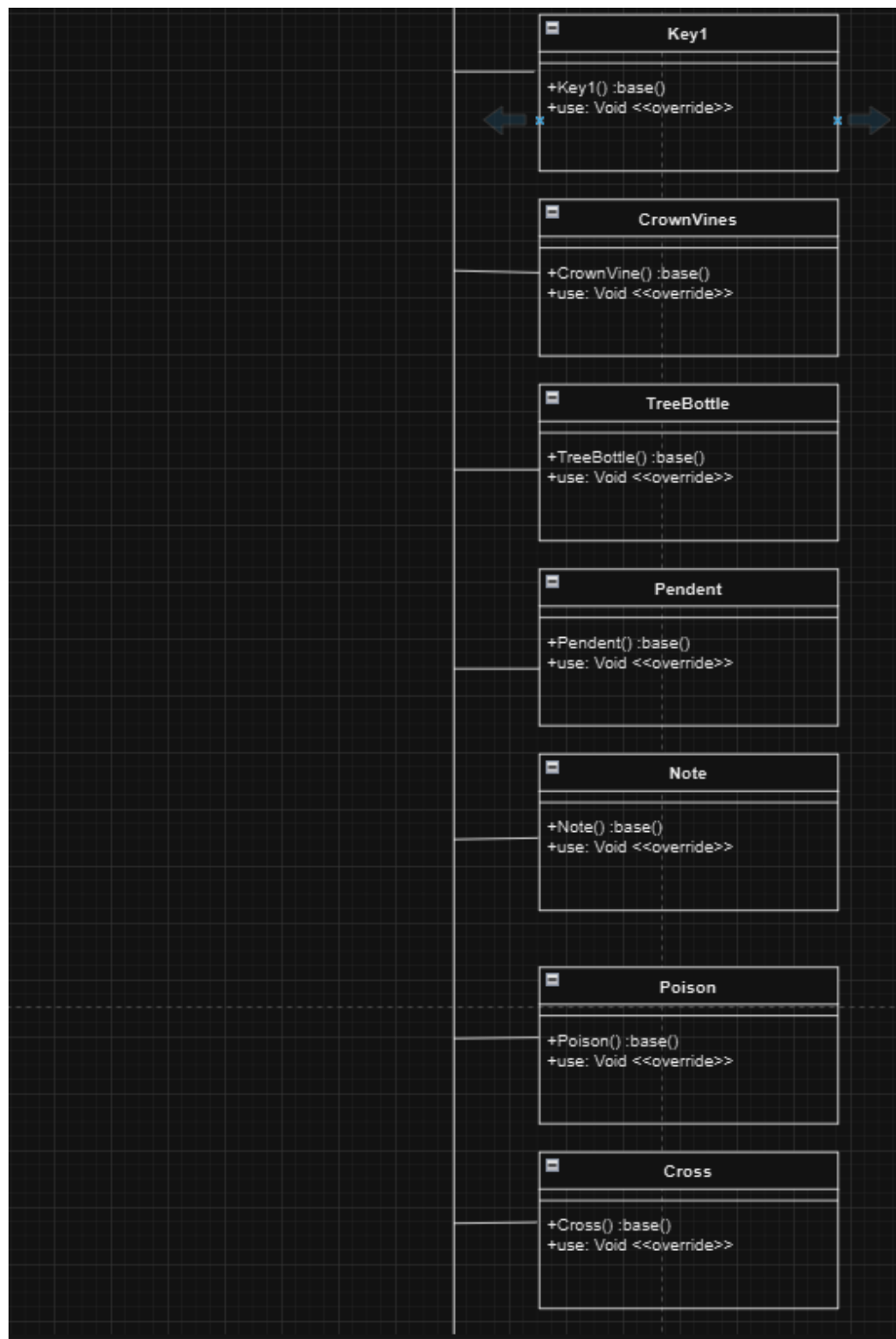
I added a second ending now

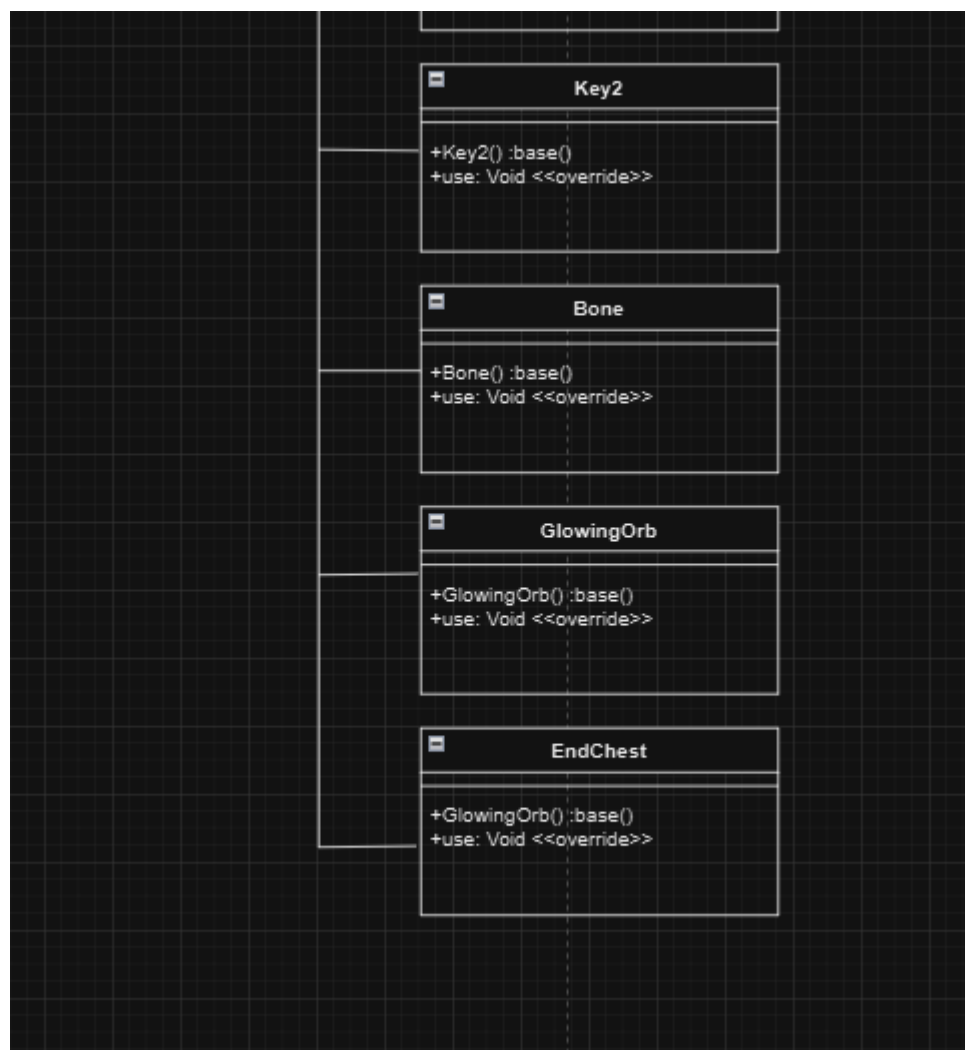
to access the ending we need to solve the riddle. Some of the riddle can be hinted in some item like for example this secret ending riddle answer is already hinted in stage 2 room 2 chest number one BookOfKnowledge



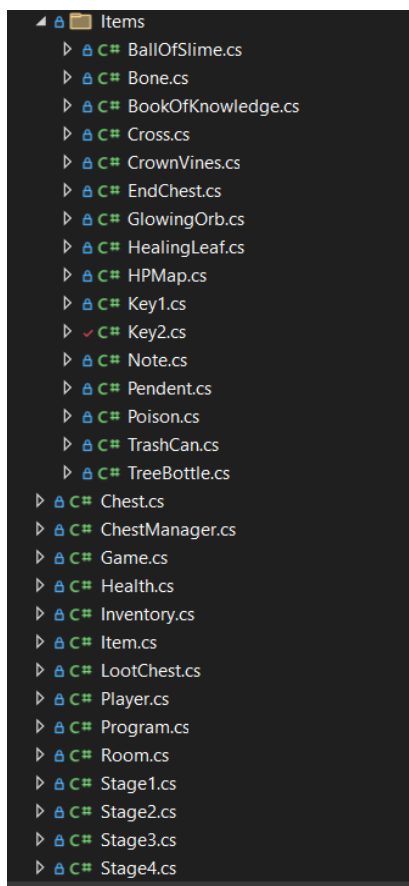
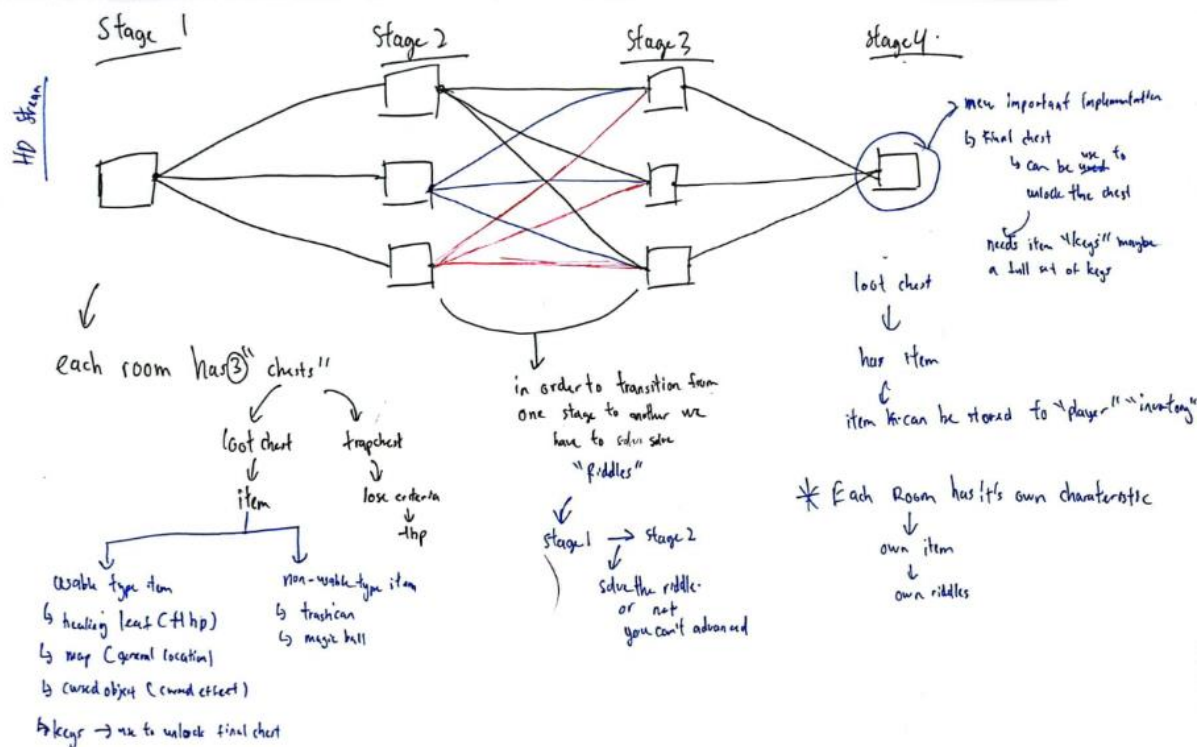








Design idea for my HD Task Code



All classes created in my HD Custom Project

biggest changes is new added second ending

- added items to each room with different types of functionalities

- Fully Implemented the use function for the items

Same as the D task but only changes with changes in more item functionality, and added more puzzle as for the second ending.