D Level Custom Program

https://github.com/Yozzyyy/D-HD-COS20007/tree/main/CustomProjectD

Source Code to My D Level Custom Program

https://youtu.be/7kytNqpO5PM

A video link above to explain how the game works

Console Output

```
Welcome to the Forest Horror Game!, I'm a traveller like you but from 25 years ago... follow along as In read the rules
and how to play the game:

1.There is no turning back after selecting the room of choice be wise and careful with what you pick...

2.Becareful with what chest you open some may lead you to your downfall...

3.There will be riddles at the end of each room solve it and complete the game or else be stuck here forever and ever...

4.Item are usable, Don't think lighty of it...

That's all for rules. Remember traveller never LOOK BACK AS YOU MAY LOST YOUR WAY...


How may I adress you? traveller:
|
```

starting page

```
Welcome to the Forest Horror Game!, I'm a traveller like you but from 25 years ago... follow along as In read the rules and how to play the game:

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How may I adress you? traveller:
Bryan

Hello Bryan a fellow traveller, Enter the forest at your own precaution... You have 3 health bars.
There are a total of 4 stages. Play safe and reach the end. You are at Stage 1: Entrance of a spooky forest.
There are 3 chests here; be wise with what you pick.
*********************************************************************
...[ASCII art of a spooky forest scene with BRYANYAP label]...
                                                        /[BRYANYAP]
*********************************************************************
Chests in this room:
1. Rusty Chest
2. Chest covered in Thorny Vines
3. Gloomy Chest

- Which chest do you wish to open? (1-3)
- Type 'proceed' to move on to the next stage.
- Type 'look' to view your inventory:
|
```

```
Chests in this room:
1. Rusty Chest
2. Chest covered in Thorny Vines
3. Gloomy Chest

- Which chest do you wish to open? (1-3)
- Type 'proceed' to move on to the next stage.
- Type 'look' to view your inventory:
1
You opened the Rusty Chest and found a A Map!
You found a A Map and added it to your inventory.
You found a A Map. It has been added to your inventory.
You have found a A Map and added it to your inventory.

- Which chest do you wish to open? (1-3)
- Type 'proceed' to move on to the next stage.
- Type 'look' to view your inventory:
3
You opened the Gloomy Chest and found a Healing Leaf!
You found a Healing Leaf and added it to your inventory.
You found a Healing Leaf. It has been added to your inventory.
You have found a Healing Leaf and added it to your inventory.

- Which chest do you wish to open? (1-3)
- Type 'proceed' to move on to the next stage.
- Type 'look' to view your inventory:
2
A spider jumped on Chest covered in Thorny Vines face it was a trap! You lose 1 health. Becareful what you open or you shall face the consequences...
You have 2 health remaining.

- Which chest do you wish to open? (1-3)
- Type 'proceed' to move on to the next stage.
- Type 'look' to view your inventory:
```

Opening the chest weather is lootchest or trapchest

```
Your inventory:
1. A Map - It might tell something useful
2. Healing Leaf - A mystical leaf that restores 1 health.
Would you like to use an item? (yes/no):
|
```

Item is stored into my inventory

```
- Which chest do you wish to open? (1-3)
- Type 'proceed' to move on to the next stage.
- Type 'look' to view your inventory:
proceed
To proceed, solve this riddle: What has keys but can't open locks?
piano
The answer is correct! You may proceed onwards.
You survived Stage 1! Moving to Stage 2...
Hello Bryan a fellow traveller, Enter the forest at your own precaution... You have 2 health bars.
You are in the Second Stage Room. There are 3 rooms here.
1. Mysterious Tree
2. Abandoned House
3. Very Dim Walkway
Please enter a number (1-3) to choose a room: |
```

enter the riddle correctly and proceed onto the following stage which then can choose
between 3 rooms to enter

```
Available actions:
- Enter a chest number to open it.
- Type 'riddle' to solve the room's riddle.
- Type 'look' to check your inventory.
2
A spider jumped on Dusty Chest face it was a trap! You lose 1 health. Becareful what you open or you shall face the consequences...
You have 0 health remaining.
Thanks for playing Enter the Forest!
```

in cases if Health reaches 0 the game will end

```
Correct! You may proceed.
You have successfully completed this stage. Proceeding to Stage 4...
Hello hgvdad a fellow traveller, Enter the forest at your own precaution... You have 3 health bars.
You are in the Final Stage Room. There is only 1 room here.
This is your final challenge. You have reached the Final Room!

Available actions:
- Enter '1' to open the Final Chest.
- Type 'look' to check your inventory.
- Type 'use' to use an item from your inventory.
```

If Answered Correctly then move onto the final stage

```
Available actions:
- Enter '1' to open the Final Chest.
- Type 'look' to check your inventory.
- Type 'use' to use an item from your inventory.
1
You opened the Shiny Rainbow Chest and found a A Placeholder!
You found a A Placeholder and added it to your inventory.
Congratulations! You've completed Enter The Forest!
Thanks for playing Enter the Forest!
```
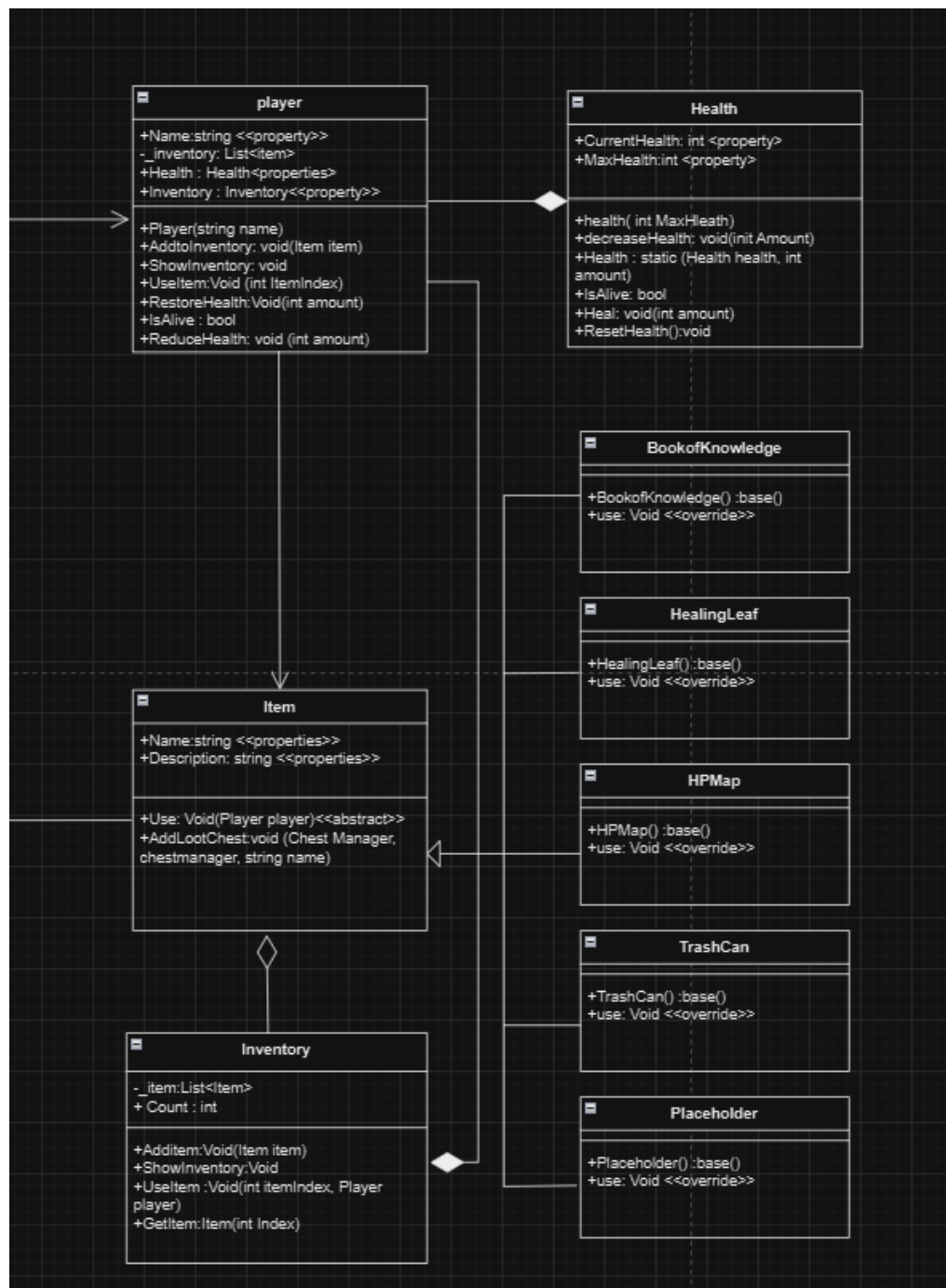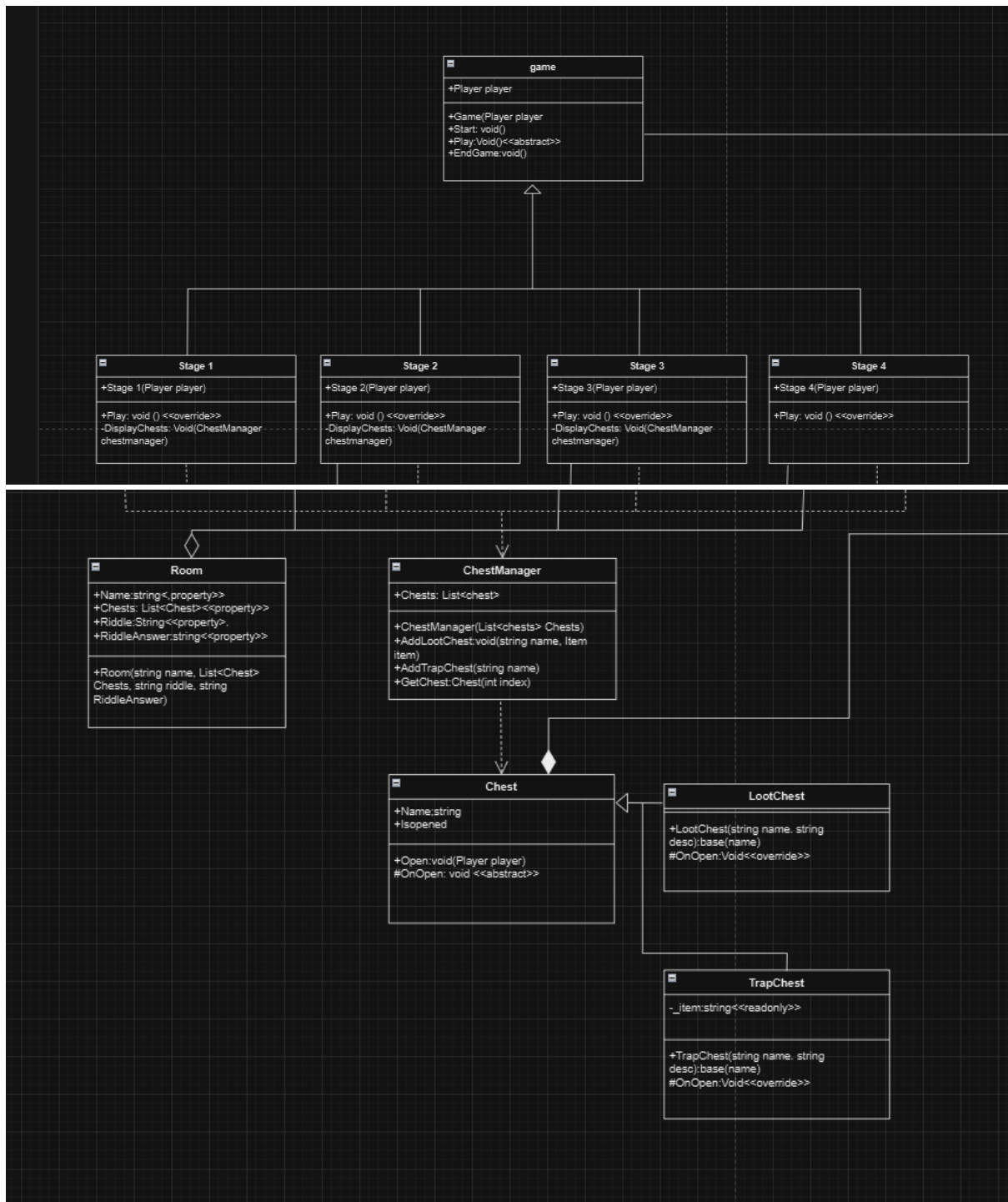
Select one then collect reward and game ends

Class Diagram (Too large so I will cut too smaller pieces)

player

+Name:string <<property>>
-_inventory: List<item>
+Health : Health<properties>
+Inventory : Inventory<<property>>

+Player(string name)
+AddtoInventory: void(Item item)
+ShowInventory: void
+UseItem:Void (int ItemIndex)
+RestoreHealth:Void(int amount)
+IsAlive : bool
+ReduceHealth: void (int amount)

Health

+CurrentHealth: int <property>
+MaxHealth:int <property>

+health(int MaxHleath)
+decreaseHealth: void(init Amount)
+Health : static (Health health, int
amount)
+IsAlive: bool
+Heal: void(int amount)
+ResetHealth():void

BookofKnowledge

+BookofKnowledge() :base()
+use: Void <<override>>

HealingLeaf

+HealingLeaf() :base()
+use: Void <<override>>

Item

+Name:string <<properties>>
+Description: string <<properties>>

+Use: Void(Player player)<>
+AddLootChest:void (Chest Manager,
chestmanager, string name)

HPMap

+HPMap() :base()
+use: Void <<override>>

TrashCan

+TrashCan() :base()
+use: Void <<override>>

Inventory

-_item:List<Item>
+ Count : int

+Additem:Void(Item item)
+ShowInventory:Void
+UseItem :Void(int itemIndex, Player
player)
+GetItem:Item(int Index)

Placeholder

+Placeholder() :base()
+use: Void <<override>>

game

+Player player

+Game(Player player
+Start: void()
+Play:Void()<>
+EndGame:void()

Stage 1

+Stage 1(Player player)

+Play: void () <<override>>
-DisplayChests: Void(ChestManager
chestmanager)

Stage 2

+Stage 2(Player player)

+Play: void () <<override>>
-DisplayChests: Void(ChestManager
chestmanager)

Stage 3

+Stage 3(Player player)

+Play: void () <<override>>
-DisplayChests: Void(ChestManager
chestmanager)

Stage 4

+Stage 4(Player player)

+Play: void () <<override>>

Room

+Name:string<,property>>
+Chests: List<Chest><<property>>
+Riddle:String<<property>.
+RiddleAnswer:string<<property>>

+Room(string name, List<Chest>
Chests, string riddle, string
RiddleAnswer)

ChestManager

+Chests: List<chest>

+ChestManager(List<chests> Chests)
+AddLootChest:void(string name, Item
item)
+AddTrapChest(string name)
+GetChest:Chest(int index)

Chest

+Name:string
+Isopened

+Open:void(Player player)
#OnOpen: void <>

LootChest

+LootChest(string name. string
desc):base(name)
#OnOpen:Void<<override>>

TrapChest

-_item:string<<readonly>>

+TrapChest(string name. string
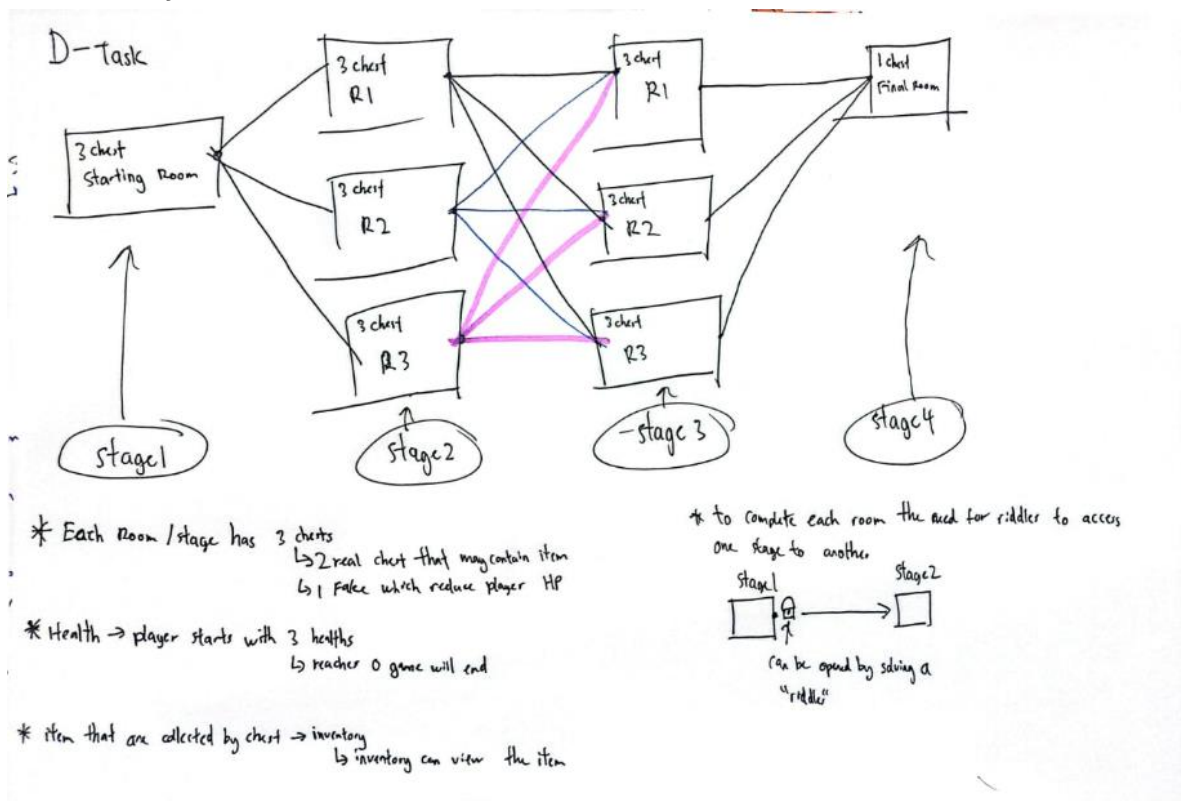desc):base(name)
#OnOpen:Void<<override>>
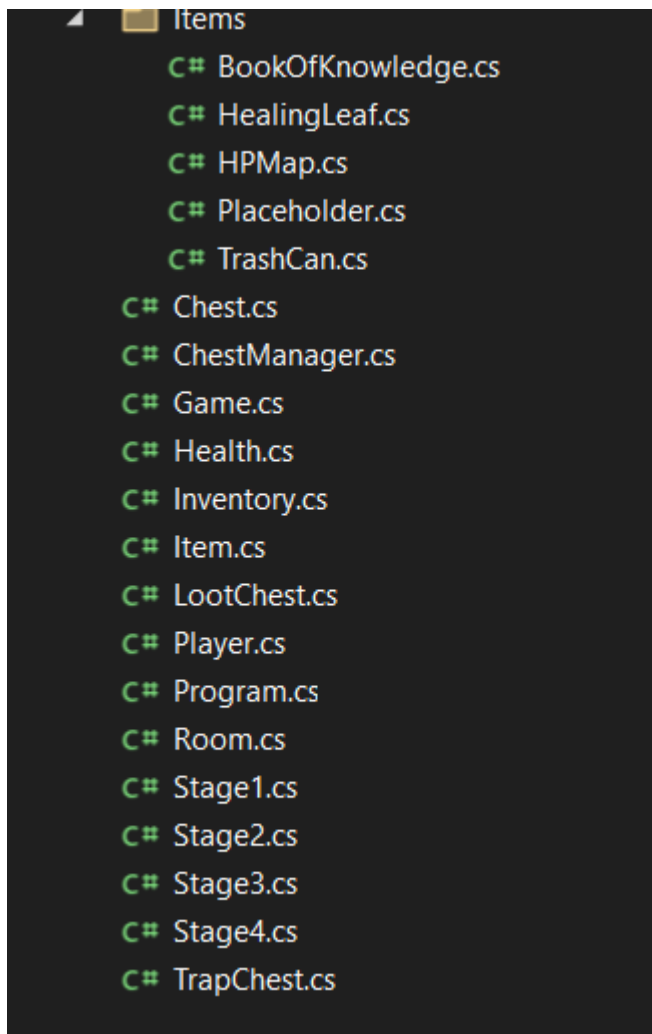
Real-Scale Class Diagram

Design Idea(D level)
+This design and code focusses on basic level of my program, layout and basic functionality

each room has 3 chests- 1 is fake chest and 2 is real that contain items open the chest and the item will be store in inventory, to pass the room you need to solve the riddle at

the end of each room to move on to stage 2 then 3.

```
⊿  📁 Items
      C# BookOfKnowledge.cs
      C# HealingLeaf.cs
      C# HPMap.cs
      C# Placeholder.cs
      C# TrashCan.cs
   C# Chest.cs
   C# ChestManager.cs
   C# Game.cs
   C# Health.cs
   C# Inventory.cs
   C# Item.cs
   C# LootChest.cs
   C# Player.cs
   C# Program.cs
   C# Room.cs
   C# Stage1.cs
   C# Stage2.cs
   C# Stage3.cs
   C# Stage4.cs
   C# TrapChest.cs
```

All Classes created by D custom code

https://drive.google.com/file/d/1Z8F_DCfLuy9H_WgsP0Tvqmh6NF54w71K/view?usp=sharing