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# ESCAPE ROOM

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Programming Project



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## The game

The game occurs inside a house where you are trapped and must find the way to get out of it, for this you will have to go through the main door, or maybe there is a faster way... For this, the player must find objects, clues, and go through places to get to the end point.

## Tutorial

To start the game after compiling it (make), `./escaperoom datanew.dat` where *datanew.dat* is the name of the file with game data or `./escaperoom datanew.dat -r` to play without random rules and also `./escaperoom datanew.dat -l filename` to create a file with all the outputs from the game.

Note: both arguments can be executed as follows: `./escaperoom datanew.dat -l filename -r`

## Interface

The screenshot displays the game's interface with several key components:

- Map:** A central map showing the layout of the house. Rooms include Bedroom, Hall, Bath, and a trap door. Doors are labeled: HallDoor, BedroomDoor, and BathroomDoor. A torch is located in the Hall. A staircase is also visible.
- Objects location:** A list of objects and their locations: keys:1, torch:3, window:7, rgb:6, book:6, soap:5, mirror:4, clock:4, parachute:5, calculator:8, flashlight:10, note:11, recipes:12, stone:12, batteries:13, scissors:13, ladder:13, knife:12, key:7, lighter:11, teddy:2.
- Space description:** A text box stating "Welcome to the hall" and "Last die value: -1".
- Commands:** A list of available commands: exit or e, take or t, drop or d, roll or rl, move or m, inspect or i, turnon, turnoff, save, load.
- Input prompt:** A prompt labeled "prompt:>" with a red box indicating where to enter the next command.

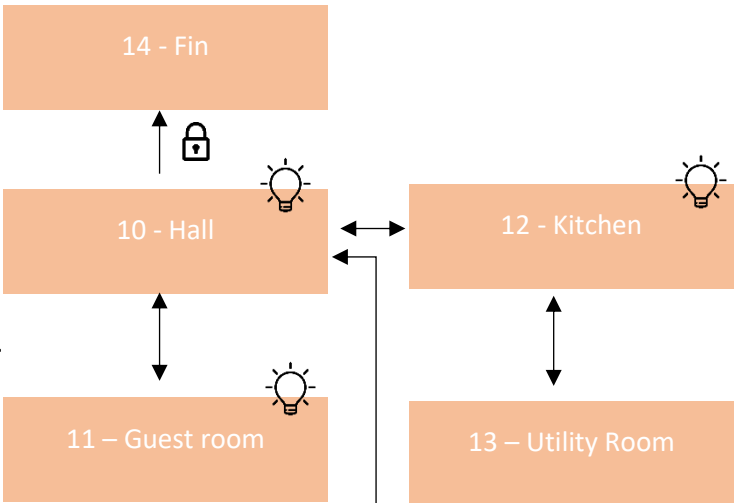
Map

Spaces with a lightbulb are already lit up.

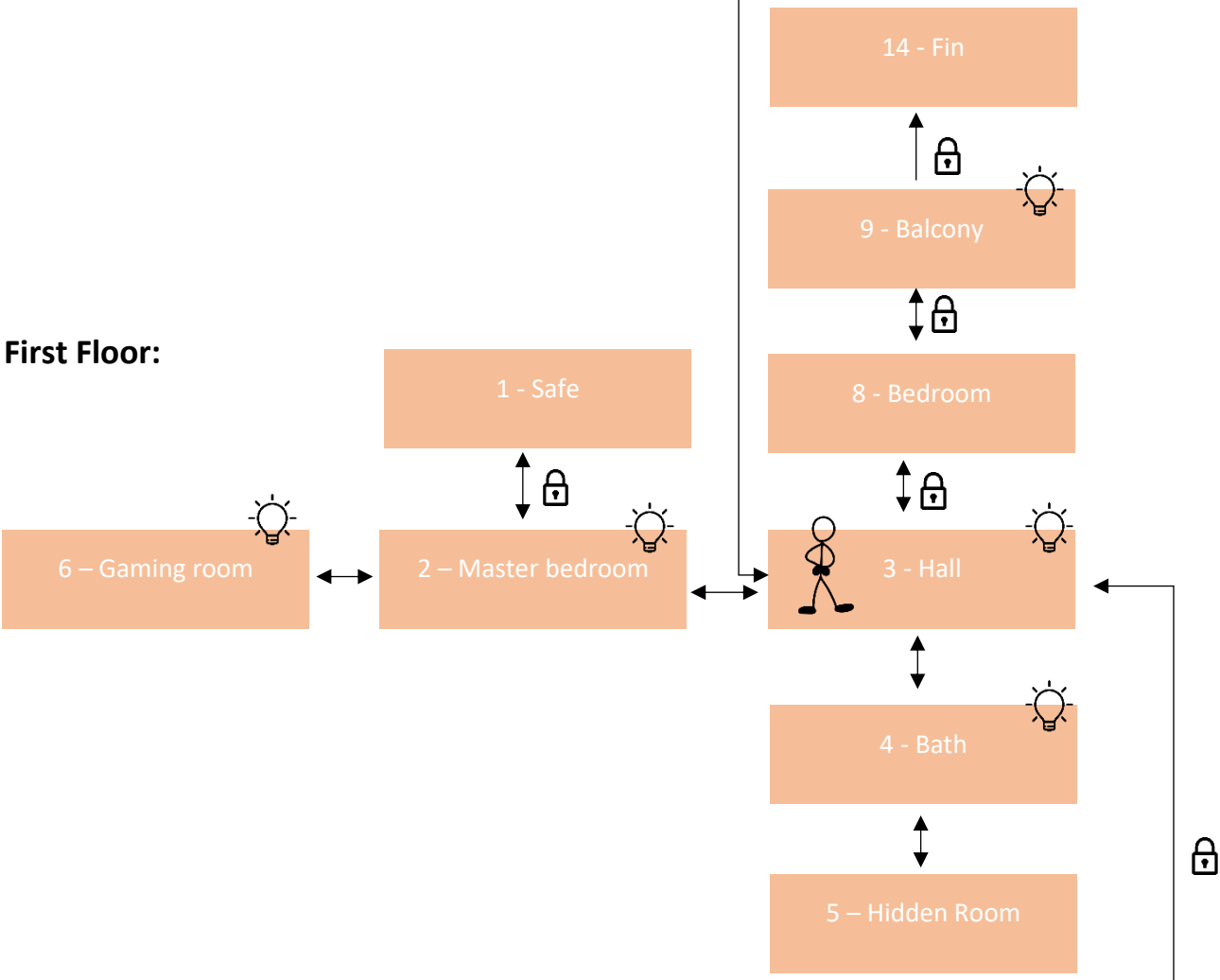
Links with a lock require to be opened.

The stickman is the starting point.

Ground Floor:



First Floor:



Attic:



## Commands

The following commands can be used with its respective arguments to arrive to the end.

Take	<ul style="list-style-type: none"><li>•(take or t + <b>Object</b> [the <b>name</b> of the object])</li><li>•This command allows you to take objects with you as you advance.</li></ul>
Drop	<ul style="list-style-type: none"><li>•(drop or d + <b>Object</b> [the <b>name</b> of the object])</li><li>•This command allows you to drop objects, so you have space for important objects.</li></ul>
Move	<ul style="list-style-type: none"><li>•(move or m + <b>Direction</b> [ <b>north</b> or <b>n</b>, <b>south</b> or <b>s</b>, <b>west</b> or <b>w</b>, <b>east</b> or <b>e</b>, <b>up</b> or <b>u</b> and <b>down</b> or <b>d</b>])</li><li>•this command allows you to move in the same floor (north, east, west and south) and lets you go from one floor to the other (up and down).</li></ul>
Roll	<ul style="list-style-type: none"><li>•(roll or rl)</li><li>• This command allows you to roll the dice to know how many positions you have to move.</li></ul>
Inspect	<ul style="list-style-type: none"><li>•(inspect or i + <b>Space</b> [<b>space</b> or <b>s</b>] or <b>Object</b> [the <b>name</b> of the object])</li><li>• This command allows you to inspect space to receive a more detailed description or object to receive a description of the object chosen.</li></ul>
Turn on	<ul style="list-style-type: none"><li>•(turnon + <b>Object</b> [the <b>name</b> of the object])</li><li>•This command allows you to turn on objects.</li></ul>
Turn off	<ul style="list-style-type: none"><li>•(turnoff + <b>Object</b> [the <b>name</b> of the object])</li><li>• This command allows you to turn off objects.</li></ul>
Open	<ul style="list-style-type: none"><li>•(open with + <b>Object</b> [the <b>name</b> of the object])</li><li>•This command allows you to open links.</li></ul>
Save	<ul style="list-style-type: none"><li>•(save + <b>file name</b>)</li><li>•This command allows you to save at any point during the game.</li></ul>
Load	<ul style="list-style-type: none"><li>•(load + <b>file name</b>)</li><li>•This command allows you to continue with the version of the game that you saved.</li></ul>
Exit	<ul style="list-style-type: none"><li>•(exit or e)</li><li>• This command allows you to exit the game.</li></ul>

- Note: some objects require other objects for the command “turnon” to work.

## Rules

A rule is a function that is randomly executed during the game.

Rule	Effect	Percentage
<b>NO_RULE</b>	Nothing happens	79%
<b>TAKE</b>	Takes the first object in the space	5%
<b>DIE</b>	Moves the player to the starting point	1%
<b>DROP</b>	Drops the first object in the player's inventory	5%
<b>ON</b>	Turns on the lights in the current room	5%
<b>OFF</b>	Turns off the lights in the current room	5%

## Guide

In this guide it will be explained how to scape from the house with one method, there are other ways to get out of the house, maybe the safe can be opened with a secret code...

First of all, for this guide the game must be executed without random rules since if not we could lose objects or die, etc. for this we will execute the game like `“./escaperoom datanew.dat -r”`. The list of commands is also found inside the file walkthrough.txt but here we will explain it a little bit. The commands will be in **bold**.

Let's start. When we execute the game we appear on the hall on the first floor, here we can **take torch** and since the bedroom door is closed we can go **move down** to the ground floor, here we will **move south** to the Guest room and **take lighter** now that we have lighter we **can turnon torch** and after that head to the north **move north** and **move east** here we will **take stone** since it can be useful for breaking windows, we will **move south** to the utility room and since we have our pockets full we will **drop lighter** since we already have our torch turned on, now we **take ladder** and **move north move west move up** and after that we will climb up the trapdoor by **open trapdoor with ladder** after opening it we must **move up drop ladder** since the inventory is full and **take key** then **move down** and now that we have the key we will **open BedroomDoor with key** then enter to the room **move north** now we will break the balcony door with our stone **open BalconyDoor with stone** and now we will go for the parachute so we **move south move south move south** (3 times) we **drop stone** and **take parachute** and then we **move north move north move north move north** (4 times) we **open Jump with parachute** and now we can **move north**!