

### **Moving Player, Using Potions, Picking Up Gold, and Going Up a Staircase**

- Run program with the command line argument easy.txt
- Choose any character
- Move around in all 8 of the cardinal directions (that is, use the commands no, so, ea, we, ne, nw, se, and sw)
- Try moving to a square that is not empty or a wall to get the invalid square message
- Move beside each of the potions in the chamber and use them (using the command u and then direction of the potion)
- Try using a potion in a space where there is none to get an invalid message
- Move through the passages to the chamber containing the stairway and the gold
- Walk over the gold to pick it up
- Walk over the stairway to move to the next floor

### **Making Merchant Hostile**

- Run program with the command line argument merchant.txt
- Choose any character
- Freeze the merchants (using the command f)
- Walk around the merchants and see that they are not attacking you (your hp does not go down)
- Attack one of the merchants (using the command a and the direction of the merchant)
- Walk around the merchants and see that they attack you now
- Kill one of the merchants and see that they drop gold

### **Dragon Hoard**

- Run program with the command line argument dragonhoard.txt
- Choose any character
- Walk over the dragon's hoard and see that you do not pick it up
- Attack the dragon until it dies
- Walk over the hoard and see that you pick it up

### **The Real Game**

- Run program with no command line arguments
- Move through the dungeon and try to get to the stairway on floor 5 to beat the game
- Have fun!