Feelin' Roomy
Project Demonstration

CS 467 Winter 2020

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Usage Instructions

How to install the game

1) Log onto the flip server
2) Ensure your flip terminal window size is at least 100 columns.
3) Upload zip FeelingRoomy.zip
4) Unzip the files
5) Run `make`
6) Run ./main

Then, you can start playing!

Highlights to look for:

- On the third player move from room to room, a Game Event will be triggered
- certain verb interactions trigger exits, like climb tree, climb branch, or eat food on table
- certain verb interactions return a message to the game to trigger specific room events

Valid Commands

look	Display long form description of room
look at <feature or object>, inspect	Display description of feature or object
take, pickup, grab	Pickup object and add to inventory
drop, place	Remove object room inventory, leave in current room
go <direction> or <direction>	valid directions: NORTH, SOUTH, EAST, WEST. Travel to room in given direction if there is one
go <roomname> or <roomname>	go to ROOM NAME if it is connected to current room
help	get list of valid commands and other useful information
inventory	Display a list of objects in your possession
read	read feature/object
smell	smell feature/object
use, turn on	use feature/object
eat, drink	eat feature/object
play	play feature/object
open	open feature/object
speak, talk, talk to	speak to feature/object
give <someone> <object>	give to feature/object
climb	climb feature/object
attack, fight, kill, hit	attack feature/object
savegame, save game	Saves game state to file
loadgame, load game	Loads game state from file, must have a save file first.
quit	Exit the game

Step-by-Step Solution to the Game

The following steps are the minimum required to complete the game objectives. Please feel free to use them as a guide, but we encourage you to also spend time looking and interacting with the features in the game along the way. If at any time you get off track you can simply go back to where you were in the instructions or use the object chart below to find steps necessary.

**** Note:** The user has 15 room moves before they will be transported to the Upstairs Hallway, in front of a Clock, which opens and acts as a secret entrance to the Crypt.

**** Note**: Objects are hidden within the description of a feature, so in practice a player would "look <feature>" to discover the object organically.

The following commands are the minimum required to complete the main story goal, Save Alex:

1. Enter your name
2. Hit enter to start game
3. Go north (to entranceway)
4. Take lamp
5. Use lamp
6. Go east (to parlor)
7. Go east (to library)
8. Take key
9. Go north (to attic)
10. Open chest with key
11. Take doll
12. Go west (to master bedroom)
13. Go west (to upstairs hallway)
14. Go north (to nursery)
15. Give child the doll
16. Take locket
17. Explore until you are transported to the Upstairs Hallway by the Clock at Midnight
18. Climb down clock
19. Open locket

To Complete the side quest, Release Family, as well as the main quest:

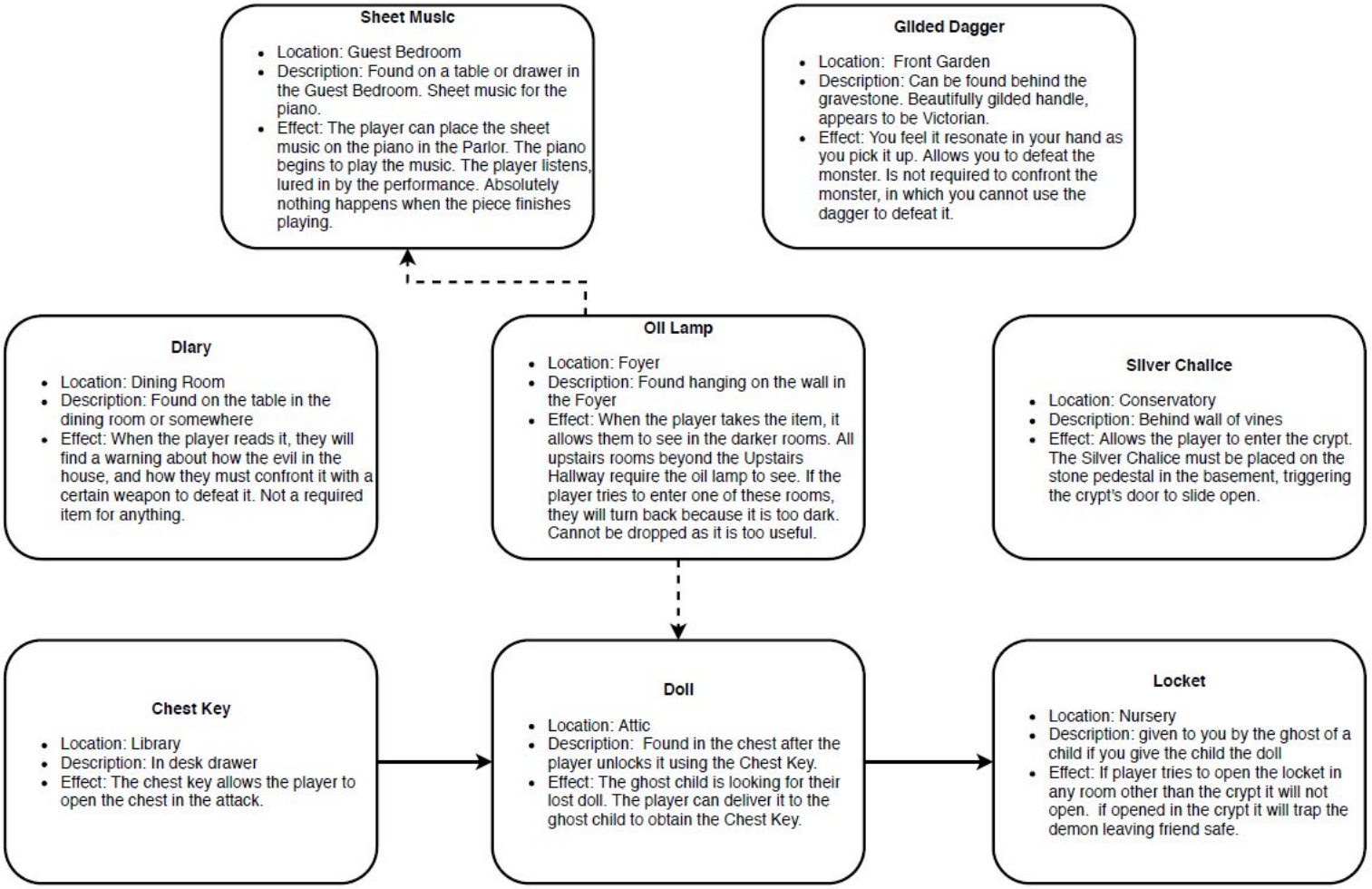
1. Enter your name
2. Hit enter to start game
3. Take dagger
4. Go north (to entranceway)
5. Take lamp
6. Use lamp
7. Go east (to parlor)
8. Go east (to library)
9. Take key
10. Go east (to conservatory)
11. Talk to guardian
12. Take chalice
13. Go west (to library)
14. Go north (to attic)
15. Open chest with key
16. Take doll
17. Go west (to master bedroom)
18. Go west (to upstairs hallway)
19. Go west (to guest bedroom)
20. Take music
21. Attack dresser with dagger
22. Speak to woman
23. Go east (to upstairs hallway)
24. Go north (to nursery)
25. Give child the doll
26. Take locket
27. Go east (to bathroom)
28. Speak to mirror
29. Play music
30. Use dagger
31. Use chalice with sink
32. Go south (to master bedroom)
33. Give chalice to vampire
34. Explore until you are transported to the Upstairs Hallway by the Clock at Midnight
35. Climb down clock
36. Open locke

Obtaining Each Object

Object	**Items Needed to Obtain**	**Steps to Obtain**	**High-level List of Use Cases**
Lamp	None	Go to entranceway Take lamp	Needed to move into dark rooms
Diary	Lamp	Go to dining room Take diary	Read information, Add spells to use
Locket	Doll, Lamp	Go to nursery Give doll to child Take locket	Trap demon
Music	Lamp	Go to guest bedroom Take music	Needed to get blood from bathroom
Dagger	None	Go to front garden Take dagger	Attack *everything*!
Doll	Key, Lamp	Go to attic Open chest with key Take doll	To give to child and retrieve locket
Key	Lamp	Go to library Take key	Needed to open chest and retrieve doll
Chalice	Lamp	Go to conservatory Speak to guardian Take chalice	Needed to get blood for vampire Needed to get into crypt

Object Diagram

- Diagram representation of the 8 game objects that can be picked up and dropped.
- Solid arrows represent the order in which items are obtained
- Dotted arrows represent that the item is required in order to proceed to rooms containing the other object.

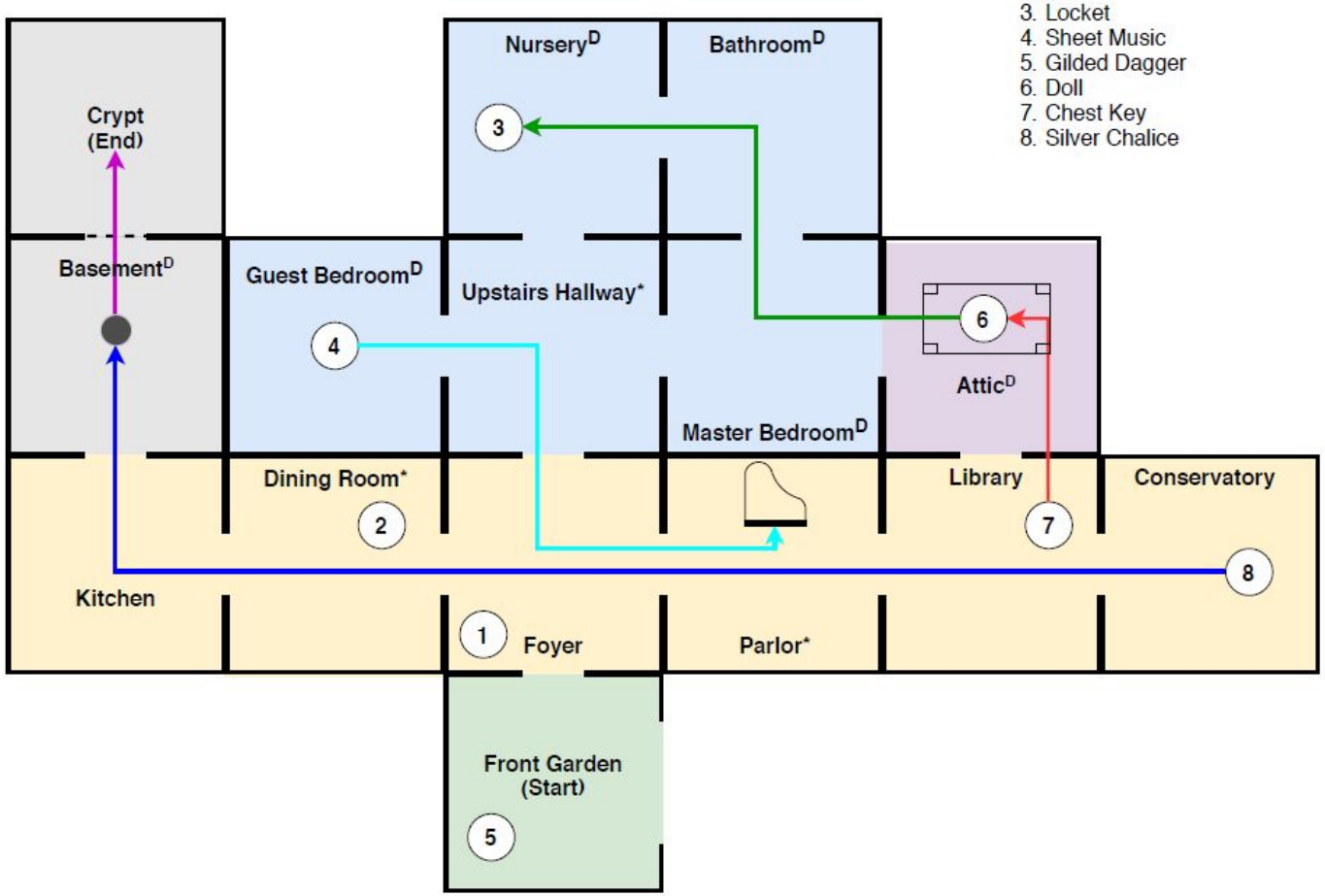


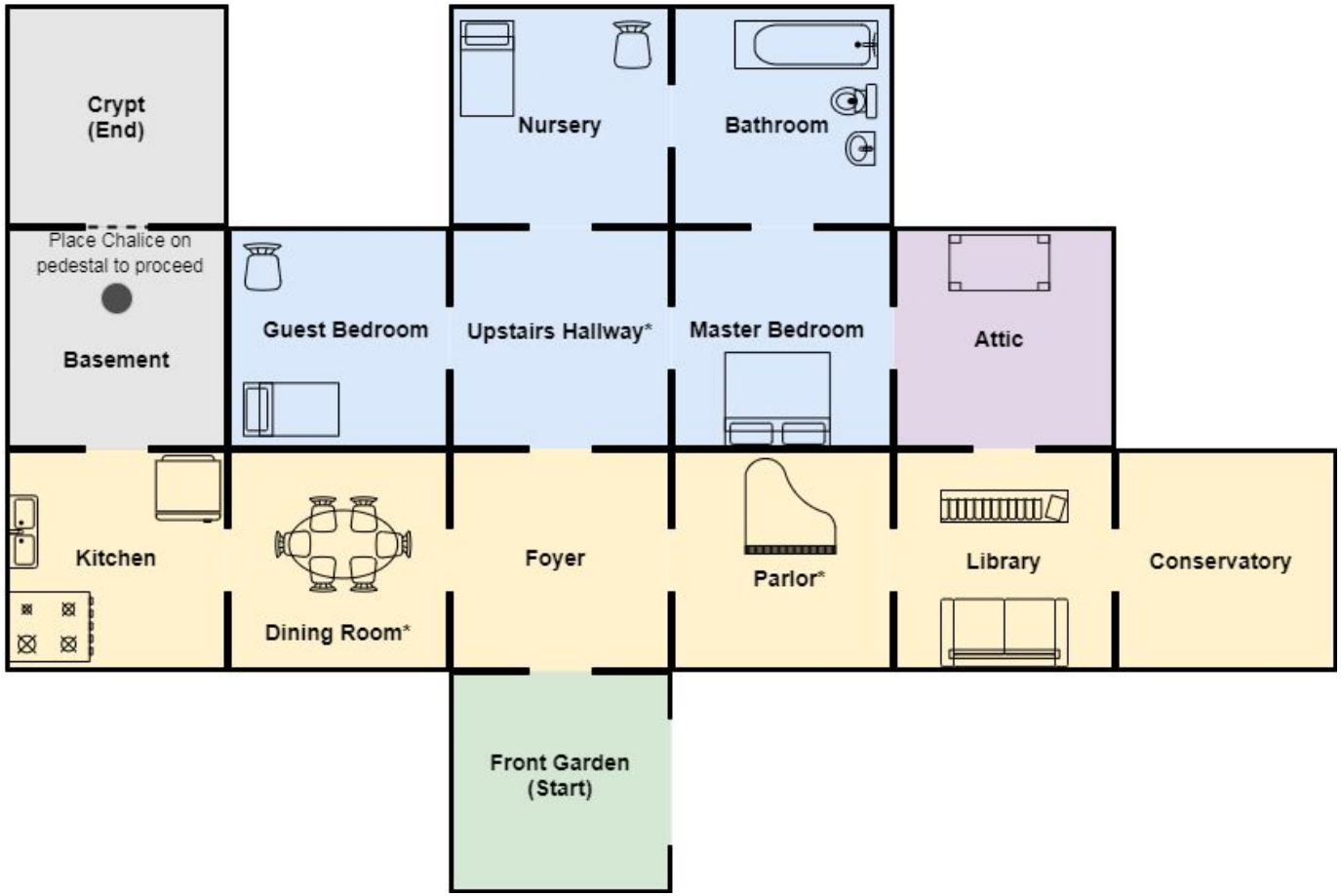
Object Map

- Map of 8 object locations in the house
- Objects that are required to be used in another location are connected with arrows.
- Rooms denoted with * indicate that the friend disappearing event will trigger in that room when the player first enters.
- Rooms denoted with a D superscript indicate that the room is dark, and that the Oil Lamp is required in order to enter the room.

Object Legend

1. Oil Lamp
2. Diary
3. Locket
4. Sheet Music
5. Gilded Dagger
6. Doll
7. Chest Key
8. Silver Chalice



Room Map

- Map of 15 rooms
- Rooms denoted with * indicate that the friend disappearing event will trigger in that room when the player first enters.
- Rooms are colored to indicate that they are on the same floor of the house.
- There will be a hidden stairway from the Library to the Attic, and a visible entrance to the attic from the Master Bedroom