

Group Mu:

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Demonstrate Project: The Summerworth Horror**Contents**

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Compilation Instructions:

Place the file contents from the finalCode folder into a directory on flip.

Run the “make” command to compile all files.

The game is then run with “./muproject” command.

Notes on rooms and items:

The first aid kit and food will restore some amount of player health. The first aid kit restores larger percentages, while food restores less health, but also restores some sanity.

The player should lose some sanity when they enter the Hidden, Mysterious, and Ritual Rooms, as well as one or two points from navigating the hedge maze. Attacks by Mr. Brown, the Living Mist, and the One Who Sleeps remove sanity as well.

Looking at/examining the leather-bound book, the amulet, and the writing on the wall will show a graphics splash screen. There are also graphics for the intro screen, final boss, various death screens, and the end credits.

Parser.cpp handles game commands and combat.

dataHandler.cpp handles file reading

Helper.cpp contains various helper methods

MuProject.cpp contains the game engine loop
Graphics.cpp handles the ASCII splash screens

Classes are:

Critter.cpp
Item.cpp
Room.cpp
Player.cpp

List of valid commands: (usage: <command> <item/room/character>)

Movement:

- Move
- Go
- Proceed
- Walk

Item/Character/Room Interaction:

- Get
- Take
- Grab
- Look
- Examine
- Drop
- Discard
- Toss
- Equip
- Eat
- Chow
- Devour
- Gnosh
- Use
- Talk
- Question
- Interrogate
- Interrogate
- Accuse

Narrative Solution Guide

The Summerworth Horror

The Case File, as Resolved By T.J. Hawthorne

November 23rd, 2015, Monday, 8:43 P.M.,

The call came to my personal cell around 6:15 A.M. It was the standard procedure, a family member found the bodies and I was asked to come out to find to the Summerworth Estate in Windham County, just outside of Eastford. Normally, I'm not asked to come and consult on cases outside of my jurisdiction -- but this one was different. I have dealt with cases involving the removal of internal organs before, having caught some sick bastard in Hartford, CT in the June of last year.

I immediately packed into my car, went to the 7th Precinct and picked up the file and drove out to the Estate. I had to take a few backroads to get to the property. I arrived around 11:00 A.M., and began canvassing the property. It was unnaturally dark and all of the colors seemed drained and muted, so I made sure to take my flashlight. I also brought my issue firearm, just in case something hinky was going on.

Immediately, I knew there was something wrong when I got there. There was a feeling of strangeness in the air. I never felt it before, but it was way colder than it was. I could swear it was close to 0°F, when my car thermometer said it was closer to 45°F. That's not unusual for this time of year, a bit on the chilly side, but still normal. The air was clammy and the fog was far thicker than normal. I walked up the drive and walked around the property. I checked the gate to the maze, but it was locked tight, walked around the back, admired Abigail Summerworth's prize tomato and other vegetable plants and then back around. Once I walked into the house, the sense of foreboding got worse. I legitimately felt like I was being watched, but the case called and I headed up the stairs to the master bedroom. Inside the bedroom, I was confronted by not only

one of the bloodiest murders I've seen in my career, but one of the worst smells I ever encountered. Paul and Abigail had been fully exsanguinated and several of their vital organs were brutally removed. They must have died in agony, judging by the rigor mortis and the expressions on their face. The murderer(s) obviously performed their "surgeries" while the two of them were still very much alive.

The murder weapon, a strange, curved dagger was left by the bodies.

I noticed under the corner of the master bed, the primary house key could be found. (use search/look to find it). This gave me access to the rest of the house, but first, I decided to check the master bath and the bedrooms of Caleb, the Valet, Mr. Brown, and Sarah, the daughter in absentia. In the master bath, I found a length of bloody rope, obviously used to bind the victims.

In Caleb's room, I found a bloodied travel pamphlet, a passport and a plane ticket. When I inquired about the pamphlet and subsequent travel arrangements, he told me he had it in his hand when he discovered his parents and dropped it. He then stated he put it back in his room. This aroused some suspicion.

I canvassed Sarah's room and found very little of interest. She hadn't been home in over a year, so I left it be.

I then went and checked the play room. It was largely empty with a few favored childhood toys on the shelves and the toy shelf, but I did notice that Caleb's passport with a plane tickets was left in there. Judging by the pamphlet and the passport, it seemed that Caleb was planning a trip. The departure date: November 24th, 2015 - 11:37 PM from Bradley International to Zurich, Switzerland. Again, this had more to do with a planned vacation, but I stowed the items away as evidence.

I checked the valets room next, and found a book with a strange symbol on it. (PHOTO ATTACHED)

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The book was written in an indecipherable script, when I asked Mr. Brown about the book and he told me that he was a collector of linguistic and occult curiosities and that it was something like the Voynich Manuscript.

After I finished canvassing the upstairs, I returned to the lower level of the house. Everything began to turn surreal here. You ever remember those lectures from university about non-Euclidean Geometry? If I didn't know any better, I experienced some. The downstairs hallway was, for lack of better terms, an infinite loop. The lights didn't work either, so I needed my flashlight to navigate, otherwise I would have broken my neck tripping over an upturned table and lamp. I felt like I was walking down the thing for several minutes and never getting anywhere. There was this weird writing on the wall in the downstairs bath, that read:

YMJ TSJ BMT XQJJUX HTSJYM

I eventually decided to leave the hall alone for awhile and check the rest of the downstairs. The house was definitely well-maintained. I almost wonder if they were looking to sell the place or simply had a lot of pride in it. It almost did not look lived in in a lot of ways, and there was just this eerie emptiness all throughout the lower floor.

I checked the kitchen area, which itself was impressive -- good enough for a professional chef -- here, I met with Alfred who was in the servant's quarters and rather shaken by the whole situation. He seemed very much saddened that Paul and Abigail Summerworth were murdered the night before, but he did seem a bit squirrely. I asked him if he had heard anything the night before and said he heard screaming and came upstairs to find them already slain. He was the one who called in the murders.

I thanked him for his time, and went back to my canvass. I checked out the pantry as well as wine cellar. Rich people

really do know how to live, but I found a silver cross just lying on the floor down there. It almost seemed to call out to me. I was glad that I decided to take it later.

I made my way to Paul Summerworth's study and library. Here I found some legal documents, that were rather damning for the Valet, Mr. Brown. Apparently the Summerworths were planning to sell the estate and fire Mr. Brown for some unspecified malfeasance. The correspondence between Mr. Summerworth and his attorney implied that there was a clear and present danger being presented by Mr. Brown. I then remembered what I heard about the Summerworth House. Back in 1921, the house was host to a strange cult ritual that was supposed to summon some being from beyond this world. I wrote it off as a bunch of baloney, but the strange feeling I had ever since I arrived on the property made me feel like something supernatural was going on.

I went further into the library to see if I could find any other information or evidence, and found a signet ring. I remember seeing the symbol on the signet ring in the strange corridor and headed back. It unlocked a mechanism to open a strange and mysterious room. There was no visible light source, but I could see quite clearly. In this room, I found a bloodied ritual robe, belonging to the killer, a crumbled cipher, and what I suspect were the remains of whatever organs were removed from the Summerworths. Collecting the evidence, I quickly got out of there and noticed that there was a another signet room on the far end of the Study. Inside there was a strange book that was made with human skin. Whoever was behind all of this was a real sicko, or it could have been left over from the last scare in 1921. The book had more of that strange writing that I found in the first book in Mr. Brown's room.

The cipher made the leather-bound book, wall writing, and the book bound with human skin understandable. It was actually rather simple once I figured out that the writing was actually inverted and obfuscated letters and cyphered five-letters to the right, then left, then right again.

The bathroom text read: "The One Who Sleeps Cometh"

The first book detailed steps to summoning various spirits, apparitions, and other creatures from beyond this world. There were also hand-written notes, implicating Alfred's involvement in the murders and some plot to steal the estate away from the Summerworths.

At this point, I decided to confront Alfred about his involvement. Unsurprisingly, he assaulted me and I had to defend myself. After I brought him down, he dropped a key to the garden hedge maze.

The maze itself was mind-boggling and near incomprehensible. I felt like I was in that movie, Inception. It took me awhile to figure out the pattern, but from the start, go east-bound, then north, then north again, then it will loop around and you will find yourself on the far end of the maze, head eastward again, then north from there.

Upon reaching the center of the maze, I took a moment of reprieve, and admired the blue rose bush, in full bloom and decided to leaf through the strange book. It detailed how the One Who Sleeps (OWS) was banished nearly a century ago, as well as the strange mists that had enveloped the property. There were mentions of using the blue rose, the essence of the mist itself, and an amulet with the bane of the OWS within it. After plucking the rose, I returned to the entrance to the maze and found a thick, impenetrable fog now had enveloped the property. I felt my connecting to reality readily slipping away while I wandered about in this fog. The cross seemed to hum in my pocket and I pulled it out. The fog seemed to solidify and I shot it several times until it dissipated and shreds of it fell to the ground. I heard echoes on the wind telling me to talk with Mr. Brown

I collected it, and went to confront the Valet. He was hiding in the attic now, fiddling with a strange door. I started discussing what happened at the property and he lunged at me. I

had to put him down. I picked up an amulet with the same symbol and a key to the door. I opened it, and went inside.

There really are no words to describe what happened, but I faced something incomprehensible, and only by following the ritual in the book -- even though my head pounded unimaginably, and I hurt all over, I placed the remains of the mist, the blue rose, and the noncursial amulet on the altar in the Ritual Room and banished the creature.

The creature dissolved and left a pool of ectoplasm which I collected

I took the ectoplasm, returned to my car, and began sorting the evidence... and this is what brings me back here to write this report.

Quick-Win Solution Reference:

- Get the flashlight and gun from the Car
- Get the leather-bound book from the Butler's Quarters
- Get the skeleton key from the Master Bedroom
- Use the skeleton key to unlock the door to the South Corridor (use flashlight when dark)
- Read the writing on the wall in the Eerie bathroom
- Get the ammo from the Study (equip gun for fights)
- Get the signet ring from the library
- Use the ring to unlock the Strange Corridor
- Get the cypher note
- Use the ring to unlock the Hidden Room
- Get the strange book
- Use the note to decrypt the books and writing on the wall
- Accuse Alfred in the Servant's Quarters to fight, get the garden key upon his death
- Get the silver cross from the wine cellar
- Unlock the Hedge Maze with the garden key
- Get the Blue Rose and return to the entrance (west from Lover's Retreat)
- Use the cross to fight the Living Mist and get the gossamer film
- Get the amulet in the Dusty Attic

- Accuse Mr. Brown (now in the attic) to fight and get the ritual key upon his death
- Unlock the Ritual Room using the ritual key to face the One Who Sleeps
- Use the rose, the film, and the amulet to defeat the OWS
- Get the Vial of Ectoplasm upon its death
- Return to the car
- The End!

Also included in the project folder is a pdf map for easier navigation reference.
Please note, some rooms/paths are not used in the final game.