

Escape The Black Revenant

About the game:

The game you were provided with is called *Escape The Black Revenant*. The story is you are in a pirate ship prison and you need to escape in a rowboat.

A little secret: the cannonball is a super weapon

We programmed a text based adventure game engine. You can replace **game.java** and have a whole new game. Included in the folder **game** is more games you can try like **tutorial**. You will need to recompile **Parse.java** to run a new game

Running the game:

Compile **run**, **run2**, **Parse**, **TechAdventureServer**, and **GameRunner**

To run with server run **TechAdventureServer** then in a different terminal run **GameRunner** with ip address as a command line argument (the port number is not necessary unless you change the port number).

To run in terminal run **run**

How to play

Below are a list of commands used in the game

Go < up, down, north, south, east, west >

Moves to a new room

Look

Tells you room description

Get < item >

Get an object from a room

Drop < item >

Drops an object in room

Inventory

Stuff

Shows you your inventory, health and weight

Open door with < item >

Give, **Lower**, and **UnLock** can be used in the place of **Open**

Open a door with the proper key

Smash door with < item >

Smash a door with an object

Kill < monster >

Kill < monster > with < item >

Break can be used in the place of **Kill**

Damages monster with item. If no item 1 damage is done. **Go**, **Get**, **Drop**, **Open**, and **Smash**, Monster does double damage to you.

Quit

Quits game

Save < name >

Saves the game.

Load < name >

Loads the game.

Read

Reads a log or book

The game solution:

To die:

get key
open door with key
get cannon_ball
smash door with cannon_ball
go west
go east
go west
go east
(keep doing that until you die)

To win:

get key
open door with key
drop key
get knife
get cannonball
smash door with cannonball
kill guard with knife
get coin
stuff
drop cannonball
get coin
go up
go west
break chest with knife
get dagger
get piratelog1
read piratelog1
go east
go north
kill guard with dagger
get pirate_key
go south
go west
open door with pirate_key
give parrot a coin
go east
go west
kill pirate with dagger
kill pirate with dagger

drop dagger
drop coin
drop pirate_key
drop knife
get sword
get ladder
go west
go east
open mask with ladder
drop ladder
get skull_key
go down
open door with skull_key
kill captain with sword
kill captain with sword
get boat_key
get piratelog2
read piratelog2
go west
go down
go south
go east
go down
go west
get rope
go east
go up
go west
go west
open porthole with boat_key
lower me with rope