CS 246 Project - Demo

CommandCrawler3000 (CC3K)

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Our version of the online game CommandCrawler3000 implements all the features required in the game as specified in the project document.

The Command-Line options supported are in the format:
./cc3k [[filename] [seed]]
i.e. All of the following are acceptable commands:
1. ./cc3k
2. ./cc3k filename
3. ./cc3k seed
4. ./cc3k filename seed
5. ./cc3k seed filename

Game Functionality

Races:

- Shade → wins a game with their score increased by 50%
- Drow → has effects of potions magnified by 50%
- Vampire → gains 5HP for successful attack
- Troll → gains 5HP per turn
- Goblin → steals 5 gold per enemy killed
- Getting either NormalPile or SmallPile after u kill an enemy
  (except Human) who drops 2 NormalPiles

Enemy:

- Human → Drop 2 normalPIles on death
- Vampire → Lose 5hp against dwarf
- Elf → Dual attack (Drow - single hit)
- Orc → 50% more damage to Goblin
- Merchant Hostility (before and after)
- Halfling → halving hit rate of PC
- Dragon → long range attack (guarding hoard)
- Dragon hoard not accessible (and accessible after death)

Gold:

- Walking over gold and acquiring it.
- Enemy dropping either normalPile or smallPile

Potion:

- using potions (attack and defence effects are reverted as you increase a floor level)
- HP effects are unaffected as you move up a floor

Commands:

no, so, ea, we, ne, se, nw, sw : move in direction
u [dir]   : use a potion
a [dir]   : attack enemy in direction
r   : restart
f   : freeze enemy movement
q   : quit

Action messages for all cases:

- PC/NPC/Dragon attack miss
- Potions
- New Floor

WIN - win prompt
LOSE - lose prompt

Error messages:

- invalid move
- walk on guarded dragon hoard
- attacking non enemy
- using non potion
- selecting wrong race
- giving wrong command

Extra features we have implemented:

- An optional instructions page that describes the layout, structure and functionality of the game. Where we take input [y/Y] from the user to display.
- Colorful UI to make the Board, and command messages look more appealing. This includes the optional instructions manual and starter information and floor layouts.
- Implement the entirety of code using RAII, and smart pointers without delete anywhere.

Tests

1. ./cc3k 2 < test1.in

This test demonstrates moving across chambers and passages, Dragon attacking and collecting a dragon hoard, attacking Humans and dropping two Normal piles of gold upon being slain, and collecting these two dropped piles.

2.

Test file ./cc3k winGame.txt < winGame.txt

This tests all basic commands:

Attacking enemy; acquiring gold; merchant hostility; getting gold from a slain enemy; using every type of potion; invalid commands; action statements stepping on dragon hoard without killing the dragon; killing the dragon and acquiring its hoard; attacking halfling and missing; win game as Shade giving 1.5 * score; win game text message and ask to restart after winning.