Mellorine TextAdventure Manual

Release 2015

Michael Riyanto

December 05, 2015

Contents

Overview

Textadventure is an interactive program for writing text adventure games. This project was developed using c++ that run through command line based RPG that can be edited easily. Our game world was built based on yaml file. It will be a classic RPG game, where the player explores a vast network of rooms while fighting monsters NPC and gathering loot.

The code for this is available on Gitlab and is licensed according to the SFU..

If you are compiling the game by yourself please follow the Instruction below.

Enjoy!

Instructions

The following instructions assume that your current working directory starts out as the `Textadventure` directory within the project.

1. Create a new directory for building.

```
mkdir ../build
```

2. Change into the new directory.

```
cd ../build
```

3. Run CMake with the path to the project source.

```
cmake ../textadventure
```

4. Run your desired build tool inside the build directory.

```
make
```

4. To execute the game simply type:

./bin/alphaversion

Usage

Before the game start you have to enter your name.

After the name was enter you are in the game and you could choose a menu options given.

Have fun exploring!

-Mellorine