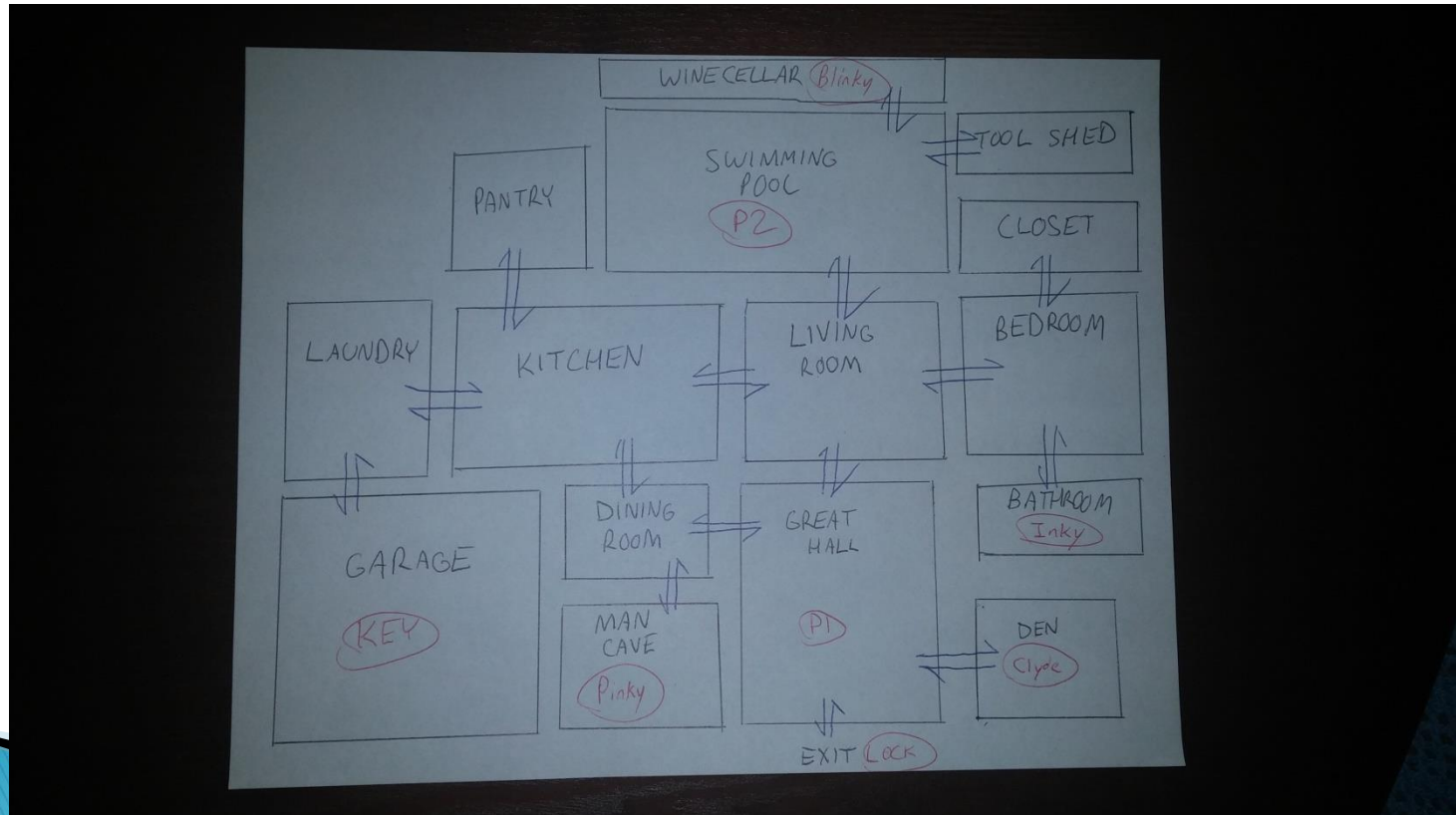


# Homework 8 Presentation

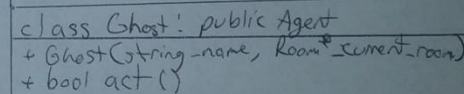
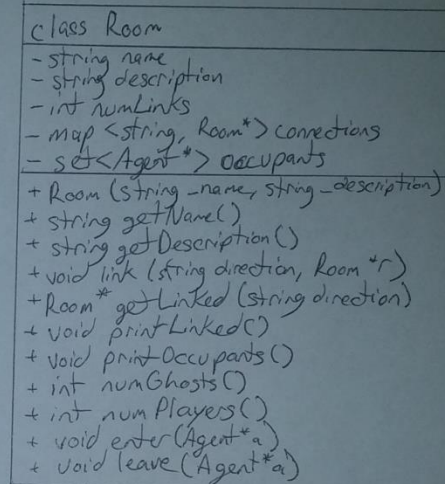
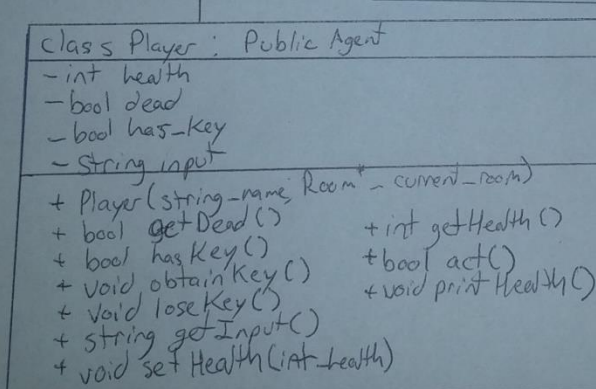
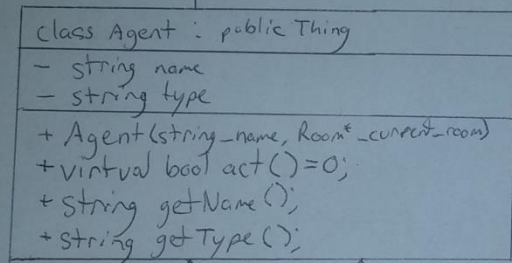
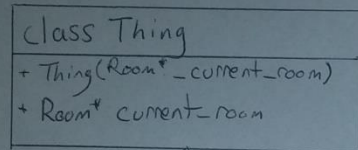
Mitchell Wendt, CSE2122, Ankita Sikdar,  
7/26/16

# The Maze

- ▶ Player 1 starts in the “Great Hall”
- ▶ Player 2 starts at the “Swimming Pool”
- ▶ Maze consists of 17 rooms total (15 normal rooms, 1 room that indicates the exit, and 1 dummy room “empty” that cannot be entered)



# UML Diagram



# Game Info (Number of Players, Enemies, Lock and Key, Winning Strategy)

- ▶ There are 2 players in the game (Users can enter their names)
- ▶ There are 4 Enemies in the Game called ghosts. Their names are Blinky, Inky, Pinky, and Clyde (names from Pacman, by Namco Ltd.)
- ▶ The Lock is located in the “Garage” inside of a car, while the key is located in the South exit of the “Great Hall”
- ▶ Users each have 10 health, ghosts have no health (cannot be defeated). Ghosts will move in random rooms, while users will take turns moving. Users will lose 1 health each time they enter a room with a ghost in it, and regain 3 health each time they enter a room with the other player. If one player dies (health goes to 0), the other player will continue to play but cannot regain health. If the player that dies is holding the key, the key will remain in the room that the player died in until the other player picks the key up. A player wins if they go through the locked door before the other player. The game structure makes for interesting interactions between the two players, as cooperating and moving together will increase everyone’s health, yet one player must eventually take the key and win. Of course, if both players die, nobody wins the game. Also, players are discouraged from searching too often for the key as searching for the key takes an extra turn (which makes sense, as this takes time in real life).



# What has been accomplished

- ▶ Part 1 was completed on 7/24/16 (Sunday). The maze was made and 1 player could successfully navigate the maze (see screenshots of the terminal below):

```
~/test/hw8
$ g++ -c main.cpp
Mitchell@Mitchell-HP ~/test/hw8
$ g++ -o myprogram room.o main.o
Mitchell@Mitchell-HP ~/test/hw8
$ ./myprogram.exe

Welcome!

Instructions: Your goal is to find the key lost somewhere in this house and escape first. Valid commands are directions ('north', 'south', 'east', and 'west') to move to a different room, 'quit' to quit the game, 'look for key' which lets you look for the key in your current room, and 'unlock door' which lets you open the locked door, escape, and win the game.

You are in the Great Hall. A giant statue of the home owner lies in the middle of the large room. You wonder where he went.

There is an exit east (Den), north (Living Room), south (Outside, locked), and west (Dining Room).

Which exit? (or 'quit', 'look for key', or 'unlock door'): |
```

```
~/test/hw8
Welcome!

Instructions: Your goal is to find the key lost somewhere in this house and escape first. Valid commands are directions ('north', 'south', 'east', and 'west') to move to a different room, 'quit' to quit the game, 'look for key' which lets you look for the key in your current room, and 'unlock door' which lets you open the locked door, escape, and win the game.

You are in the Great Hall. A giant statue of the home owner lies in the middle of the large room. You wonder where he went.

There is an exit east (Den), north (Living Room), south (Outside, locked), and west (Dining Room).

Which exit? (or 'quit', 'look for key', or 'unlock door'): north

You move to the north...

You are in the Living Room. A huge couch lies in front of a gargantuan plasma screen TV. Antiques are in shelves around the room.

There is an exit east (Bedroom), north (Swimming Pool), south (Great Hall), and west (Kitchen).

Which exit? (or 'quit', 'look for key', or 'unlock door'): west

You move to the west...

You are in the Kitchen. Dirty dishes lie all over the counters and table. Fresh smells of spaghetti and garlic bread linger. It makes you hungry.

There is an exit east (Living Room), north (Pantry), south (Dining Room), and west (Laundry Room).

Which exit? (or 'quit', 'look for key', or 'unlock door'): west

You move to the west...

You are in the Laundry Room. There are clothes in the washer and the dryer, both of which were running. You politely allow the machines to continue running.

There is an exit east (Kitchen), and south (Garage).

Which exit? (or 'quit', 'look for key', or 'unlock door'): |
```

# Some more screenshots

```
~/test/hw8
You are in the Living Room. A huge couch lies in front of a gargantuan plasma screen TV. Antiques are in shelves around the room.

There is an exit east (Bedroom), north (Swimming Pool), south (Great Hall), and west (Kitchen).

Which exit? (or 'quit', 'look for key', or 'unlock door'): north
You move to the north...

You are in the Swimming Pool. A large inground pool with a diving board taunts you on a warm summer day. The pool cleaner is running, but the pool still looks dirty anyway.

There is an exit east (Tool Shed), north (Wine Cellar), and south (Living Room).

Which exit? (or 'quit', 'look for key', or 'unlock door'): north
You move to the north...

You are in the Wine Cellar. Bottles of aged wine surround you, as you constantly run into cobwebs. You feel that you could use a drink after being chased around by ghosts all day.

There is an exit south (Swimming Pool), .

Which exit? (or 'quit', 'look for key', or 'unlock door'): blah
Sorry, I did not understand you.

Which exit? (or 'quit', 'look for key', or 'unlock door'): north
There is nothing there.

Enter a valid direction: south
You move to the south...

You are in the Swimming Pool. A large inground pool with a diving board taunts you on a warm summer day. The pool cleaner is running, but the pool still looks dirty anyway.

There is an exit east (Tool Shed), north (Wine Cellar), and south (Living Room).

Which exit? (or 'quit', 'look for key', or 'unlock door'): |
```

```
~/test/hw8
Which exit? (or 'quit', 'look for key', or 'unlock door'): north
You move to the north...

You are in the Swimming Pool. A large inground pool with a diving board taunts you on a warm summer day. The pool cleaner is running, but the pool still looks dirty anyway.

There is an exit east (Tool Shed), north (Wine Cellar), and south (Living Room).

Which exit? (or 'quit', 'look for key', or 'unlock door'): north
You move to the north...

You are in the Wine Cellar. Bottles of aged wine surround you, as you constantly run into cobwebs. You feel that you could use a drink after being chased around by ghosts all day.

There is an exit south (Swimming Pool), .

Which exit? (or 'quit', 'look for key', or 'unlock door'): blah
Sorry, I did not understand you.

Which exit? (or 'quit', 'look for key', or 'unlock door'): north
There is nothing there.

Enter a valid direction: south
You move to the south...

You are in the Swimming Pool. A large inground pool with a diving board taunts you on a warm summer day. The pool cleaner is running, but the pool still looks dirty anyway.

There is an exit east (Tool Shed), north (Wine Cellar), and south (Living Room).

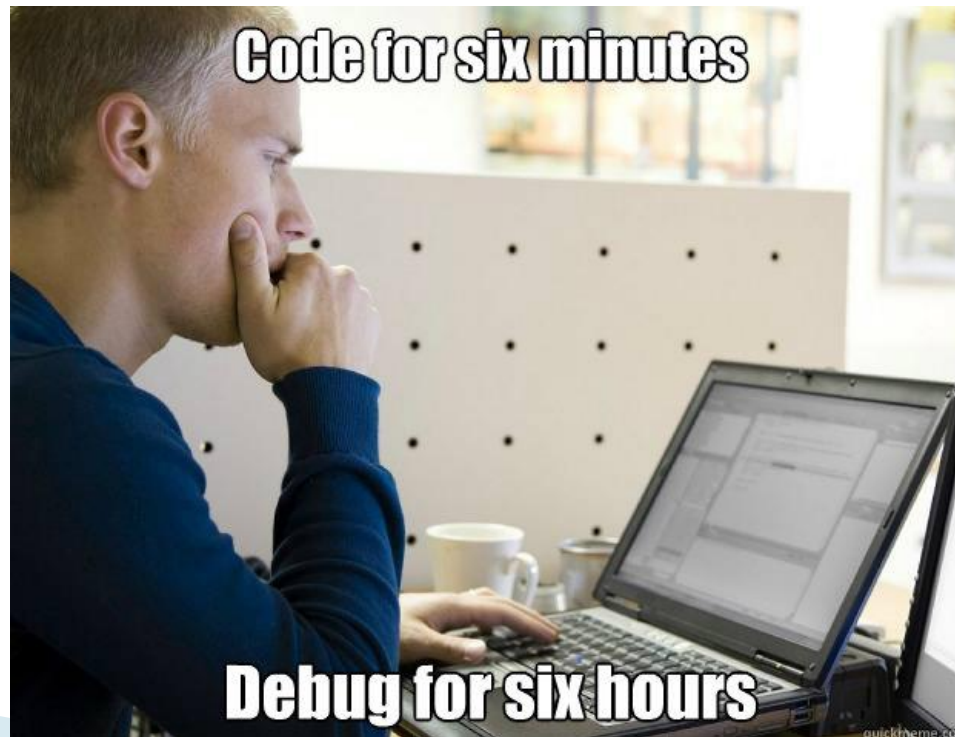
Which exit? (or 'quit', 'look for key', or 'unlock door'): quit
Game Quits.

Mitchell@Mitchell-HP ~/test/hw8
$ |
```

- ▶ Part 2 is still under development:
  - What is finished: The maze from before, random movements of the ghosts, the 2 player turn based system, and placement of the players, the ghosts, and the lock and key. All files are made and somewhat finished

# Remaining Problems to Solve

- ▶ Lots and lots of debugging!
- ▶ All parts are written, but now need to be finessed
- ▶ Some files aren't compiling yet (new files, main.cpp)





# Any Questions?

## Computer Science Major



What my friends think I do.



What my mom thinks I do.



What society thinks I do.



What my professor thinks I do in class.



What I think I do.



What I actually do.