**Table of Contents**

**Planning 2**

**Overview 3**

**Instructions 4**

**Incomplete(?) 6**

**Wishlist/Bugs 7**

**Screenshot 8**

**Planning**

While my plans for the game itself did not change much, the class structure I took for items and obstacles did. While the original plan was to have all items, obstacles, and enemies under one abstract class called ‘Interactable’, it was clear this would not work well once I had to start creating new methods in enemies and objects like doors. This caused me to split items and obstacles into their own base classes for other classes to inherit, as well as a separate class entirely for enemy.

Trying to do both the game and the editor at the same time was also a chore, as anything I needed to add into the game, such as variables for the classes that I did not anticipate needing, would need to be reflected in the editor, which caused a lot of back and forth, taking up time.

If I were to do this again, I would stop working on the editor when I know I can export the file between it and the game and finish the editor once the game is functional.

The map has not changed much, though I removed a couple of locations as I felt that they didn’t really add anything (Cabin cellar) or could be combined into one location (Camp and Ruin Entrance). I also added a new location at the end.

**Overview**

Your friend has gone missing after going to explore an abandoned mansion alone. You have decided to go after him. After arriving to the mansion, you will explore the mansion for clues of your friend’s whereabouts. You will soon stumble upon a mysterious door which will bring you to another world, where you will find your friend.

You first need to get to the cellar, but trying to go straight to the cellar will only lead to your death, as the stairs leading down is dark and deteriorating. Not safe overall.

You need to explore the mansion to find the key to the library closet, where the torch will be that will light your way in the cellar. There are other items you can grab such as the note in the library and letter in the bedroom, but these are not required to beat the game.

Once you manage to get to the cellar and the mysterious room, there is a puzzle door you must get through. The clue to this door is the note in the library, as well as the structure of the puzzle door itself.

After opening the door, you can then go into the mysterious world. You need to keep pushing deeper into this world until you find a cabin. There is a weapon in that cabin, you will need it. Continue pushing forward until you reach the ruins entrance and camp. There are bombs and rope in the camp, you will also need these.

Keep pushing until you come across a skeleton. This skeleton will kill you if you do any action other than attack (I don’t consider commands LOOK, INVENTORY, and SAVE to be actions, nor do I consider failed commands to be actions).

You then need to use the bomb to clear the path to the cliff, as well as use the rope of the cliff to go down it. You then need to grab your friend and move back through the world to the mansion. You will be stopped by a minotaur. Same rules apply as the skeleton.

After that, you win!

**Instructions**

**Quickest way to death:**

1. open door
2. move north
3. move west
4. move south

Congrats! You’re dead.

**To beat the game (You can type in SAVE at any time to save, though you need to end the program to load by either typing in QUIT, or terminating the program):**

1. open door
2. move north
3. move east
4. move east
5. open door
6. move north
7. pickup key
8. move south
9. move west
10. move west
11. move north
12. use key on door
13. open door
14. move east
15. pickup torch
16. move west
17. move south
18. move west
19. use torch on dark
20. move south
21. open door
22. move west
23. press up
24. press up
25. press down
26. press down
27. press left
28. press right
29. press left
30. press right
31. press B
32. press A
33. press start
34. move north
35. move east
36. move north
37. open door
38. move west
39. pickup spear
40. move east
41. move north
42. pickup bomb
43. pickup rope
44. move east
45. move south
46. Attack skeleton with spear (or die)
47. Use bomb on rubble
48. Move east
49. Use rope on cliff
50. Move down
51. Grab friend
52. Move up
53. Move west
54. Move north
55. Move west
56. Move south
57. Move south
58. Move west
59. Attack minotaur with spear (or die)
60. Move south

You win! The program ends at this point. (Sorry there are so many commands)

**Incomplete(?)**

The solution to the puzzle door is hard coded into the game, but not the location of the door it’s attached to.

Not sure if this is a big deal, but while items do drop on death, I do not have the player drop the weapon as that would lock them in a death loop when they go to try to grab the weapon, only to get killed again by the thing that killed them in the first place.

**Wishlist, Things I Would Do with More Time**

* Add color to the output for when you did something right or when you mess up
* Set up the editor and game file so the puzzle solution can be edited
* Add more to the mysterious world
* Add more functionality, such as being able to use weapons to break down doors

**Known Bugs**

* Unable to have \r\n (new lines) in json without the \r\n actually appearing in the console

**Screenshot**

