Technical notes

Project Zuul  
Title: A boring game  
Made by: Daniëlle van der Tuin   
Student number: 401098  
Email: d.a.van.der.tuin@st.hanze.nl  
Expansions: Trapdoor & Restricted rooms  
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!Please take into consideration that during this project I have done 99.9% myself and that Bart has signed himself out.!

Summary

My game is a very basic adventure game where you make a few choices and with the right choices you obtain key pieces which are used to open the boss room. One out of 7 rooms is a trap room.  
the implementation is not very special it is mostly using the already existing code from the book.  
in my implementation I have specifically chosen not to incorporate weight or random items! as this is not fitting for my game.

Expansions

Trapdoor

This is implemented by creating an extra room in which you die immediately after entering.  
this way you can make the choice whether to enter the hole or to not trust the hole and go back.

Restricted rooms

This way implemented by making separate room in which you will earn something making it possible to enter a new room.  
I did this in the form of keys and a sword.  
as soon as you enter the shop, a variable visitedShop changes to 1.  
when you try to enter the cave it is checked whether visitedShop is 1 if not you get the message “I think you need something to go here”

the keys work almost exactly the same but because you need 5 pieces to enter the boss room they are stored in an array called keys when keys reaches a length of 5 another variable is set to 1(bigKey)  
if bigKey is 1 you are allowed to enter the boss room.

Exceptions

I didn’t deviate a lot from the original code.

Class room  
something I did change is that I added 2 extra parameters to room not only does the room have a description I also gave it a name and an access Boolean. This made it easy to lock rooms by default and to check what the current room is called.

In get exit string I added that if the exit string is “directions:” to return nothing.

Further comments in the code should clarify everything

Examples

To test the restricted rooms

Go to the cave before you visit the shop, the game will tell you that you need something to go into the room.  
or go to the middle.room before acquiring all the 5 key pieces, the game will tell you that you need something to go into the room.

To test trapdoor

Go to the mid-left room, here you will get the choice to enter the hole if you enter the hole you will instantly be killed. When killed you will go back to your house (you keep your items when you die so no need to visit the shop again or to defeat the same monster twice)if you choose to go back to the main cave nothing happens

The quickest way to finish the game(tekst):

Go into the town catch a butterfly , visit all three houses, pick up bone for extra dialogue(in one of the houses), try to enter the cave(fail) and then enter the shop.

Then enter the cave for real.

Try to enter middle.room(fail because it’s locked)

Enter the rooms left, less.left, mid-right ,less.right and right.(in one of these rooms you can pick up slime)  
choose the correct option and earn key pieces.

Enter the room mid-left go into the hole and die. You keep your stuff so enter the cave again and go into the middle.room defeat the monster here and get a happy ending.

The quickest way to finish the game(command guide):

Play  
go outside  
catch  
go wood.house  
go outside  
go brick.house  
go outside  
go old.house  
pickup  
go outside  
go cave(you get the message that you need something)(locked room)  
go shop  
go outside  
go cave  
go left  
go peaceful  
go main.cave  
go less.left  
go fight  
go main.cave  
go mid-left  
go hole(traproom)  
-- die once  
go cave  
go middle.room (you get the message that you need something)(locked room)  
go mid-right   
go peaceful  
go main.cave  
go less.right  
pickup  
go fight  
go main.cave  
go right  
go peaceful  
go main.cave  
go middle.room(now open because you have collected 5 pieces of a key)  
go fight  
go final.hit(you will be send to the end room and have won the game)  
quit