Technical notes

Project Zuul  
Title: A boring game  
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Expansions: Trapdoor & Restricted rooms  
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Summary

My game is a very basis 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 traproom.  
the implementation is not very special it is mostly using the already existing code from the book.

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.

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

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:

Play  
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  
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(you will be send to the end room and have won the game)  
quit