WELCOME TO DUNGEON ADVENTURES A WHERE YOU MUST OBTAIN ALL 4
PILLARS OF OO
ABSTRACTION-----ENCAPSULATION-----INHERITANCE-----POLYMORPHISM
These will be represented by numbers 1, 2, 3, and 4,

Choose a hero:
1. Warrior
2. Sorceress
3. Thief
4. Chief
5. Superman
5
Enter character name: Brent
[*, *, *]
[*, I, |]
[*, -, *]

1.Move
2.Take Healing potion
3.Print out numbers of pillars you own
4.Print out whole Dungeon

4
* * ** * ** * ** * ** * *
* X ** I || P || X || H *
* - ** - ** * ** * ** - *
* - ** - ** * ** * ** - *
* 3 || X ** M ** H || 4 *
* - ** * ** - ** - ** - *
* - ** * ** - ** - ** - *
* P || H || M ** H ** 2 *
* * ** * ** * ** - ** * *
* * ** * ** * ** - ** * *
* P || H || M ** X || M *
* - ** * ** - ** - ** - *
* - ** * ** - ** - ** - *
* 1 ** X || H || O || H *
* * ** * ** * ** * ** * *
[*, *, *]
[*, I, |]
[*, -, *]

1.Move
2.Take Healing potion
3.Print out numbers of pillars you own
4.Print out whole Dungeon

```
------------------------------------------
3
0
[*, *, *]
[*, I, |]
[*, -, *]

1.Move
2.Take Healing potion
3.Print out numbers of pillars you own
4.Print out whole Dungeon
------------------------------------------
2
50000
You do not have any available HEALING POTIONS!
50000
[*, *, *]
[*, I, |]
[*, -, *]

1.Move
2.Take Healing potion
3.Print out numbers of pillars you own
4.Print out whole Dungeon
------------------------------------------
1
[*, *, *]
[*, E, |]
[*, -, *]

To move: WSAD  W for north, A for west, S for south, D for east
s
Moved south
[*, -, *]
[|, X, *]
[*, *, *]

Brent battles Sargath the Skeleton
------------------------------------------------
Number of turns this round is: 3
1. Attack Opponent
2. LaserBeam
Choose an option:


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```

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Choose a hero:
1. Warrior
2. Sorceress
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4. Chief
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5
Enter character name: brent
[*, *, *]
[*, I, |]
[*, -, *]

1.Move
2.Take Healing potion
3.Print out numbers of pillars you own
4.Print out whole Dungeon

1
[*, *, *]
[*, E, |]
[*, -, *]

To move: WSAD W for north, A for west, S for south, D for east
s
Moved south
[*, -, *]
[|, X, *]
[*, *, *]

brent battles Gnarltooth the Gremlin

Number of turns this round is: 2
1. Attack Opponent
2. LaserBeam
Choose an option: 1
brent scissor kicks and punches Gnarltooth the Gremlin:
Gnarltooth the Gremlin hit for <290> points damage.
Gnarltooth the Gremlin now has 0 hit points remaining.

Gnarltooth the Gremlin has been killed :-(

 invalid choice!
Number of turns remaining is: 1

brent was victorious!
1.Move
2.Take Healing potion
3.Print out numbers of pillars you own
4.Print out whole Dungeon

1
[*, -, *]
[|, E, *]
[*, *, *]

To move: WSAD W for north, A for west, S for south, D for east
a
Moved west
[*, -, *]
[*, 3, |]
[*, -, *]

1.Move
2.Take Healing potion
3.Print out numbers of pillars you own
4.Print out whole Dungeon

3
1
[*, -, *]
[*, 3, |]
[*, -, *]

YOU ALREADY ACQUIRED THIS PILLAR
1.Move
2.Take Healing potion
3.Print out numbers of pillars you own
4.Print out whole Dungeon

1
[*, -, *]
[*, E, |]
[*, -, *]

To move: WSAD W for north, A for west, S for south, D for east
e
INVALID INPUT
[*, -, *]
[*, 3, |]
[*, -, *]

```
YOU ALREADY ACQUIRED THIS PILLAR
1.Move
2.Take Healing potion
3.Print out numbers of pillars you own
4.Print out whole Dungeon
------------------------------------------
1
[*, -, *]
[*, E, |]
[*, -, *]

To move: WSAD  W for north, A for west, S for south, D for east
d
Moved east
[*, -, *]
[|, X, *]
[*, *, *]

brent battles G0DZILLA
--------------------------------------------
Number of turns this round is: 10
1. Attack Opponent
2. LaserBeam
Choose an option: 1
brent scissor kicks and punches G0DZILLA:
G0DZILLA hit  for <228> points damage.
G0DZILLA now has 572 hit points remaining.


 invalid choice!
Number of turns remaining is: 9
1. Attack Opponent
2. LaserBeam
Choose an option: 1
brent scissor kicks and punches G0DZILLA:
G0DZILLA hit  for <152> points damage.
G0DZILLA now has 420 hit points remaining.


 invalid choice!
Number of turns remaining is: 8
1. Attack Opponent
2. LaserBeam
Choose an option: 1
brent scissor kicks and punches G0DZILLA:
G0DZILLA hit  for <147> points damage.
G0DZILLA now has 273 hit points remaining.
```

```
 invalid choice!
Number of turns remaining is: 7
1. Attack Opponent
2. LaserBeam
Choose an option: 1
brent scissor kicks and punches G0DZILLA:
G0DZILLA hit  for <100> points damage.
G0DZILLA now has 173 hit points remaining.


 invalid choice!
Number of turns remaining is: 6
1. Attack Opponent
2. LaserBeam
Choose an option: 1
brent scissor kicks and punches G0DZILLA:
G0DZILLA hit  for <318> points damage.
G0DZILLA now has 0 hit points remaining.

G0DZILLA has been killed :-(

 invalid choice!
Number of turns remaining is: 5
brent was victorious!
1.Move
2.Take Healing potion
3.Print out numbers of pillars you own
4.Print out whole Dungeon
-------------------------------------------
1
[*, -, *]
[|, E, *]
[*, *, *]

To move: WSAD  W for north, A for west, S for south, D for east
w
Moved north
[*, *, *]
[*, I, |]
[*, -, *]

1.Move
2.Take Healing potion
3.Print out numbers of pillars you own
4.Print out whole Dungeon
```

```
------------------------------------------
1
[*, *, *]
[*, E, |]
[*, -, *]

To move: WSAD  W for north, A for west, S for south, D for east
d
Moved east
[*, *, *]
[|, P, |]
[*, *, *]

brent BLOCKED the attack!
1.Move
2.Take Healing potion
3.Print out numbers of pillars you own
4.Print out whole Dungeon
------------------------------------------
1
[*, *, *]
[|, E, |]
[*, *, *]

To move: WSAD  W for north, A for west, S for south, D for east
d
Moved east
[*, *, *]
[|, X, |]
[*, *, *]

brent battles Dark Knight the Archfiend
------------------------------------------
Number of turns this round is: 10
1. Attack Opponent
2. LaserBeam
Choose an option: 2
brent laserBeams 3659 damage!
Dark Knight the Archfiend hit  for <3659> points damage.
Dark Knight the Archfiend now has 0 hit points remaining.

Dark Knight the Archfiend has been killed :-(
Number of turns remaining is: 9
brent was victorious!
1.Move
2.Take Healing potion
3.Print out numbers of pillars you own
```

4.Print out whole Dungeon

1
[*, *, *]
[|, E, |]
[*, *, *]

To move: WSAD W for north, A for west, S for south, D for east
d
Moved east
[*, *, *]
[|, H, *]
[*, -, *]

1.Move
2.Take Healing potion
3.Print out numbers of pillars you own
4.Print out whole Dungeon

1
[*, *, *]
[|, E, *]
[*, -, *]

To move: WSAD W for north, A for west, S for south, D for east
s
Moved south
[*, -, *]
[|, 4, *]
[*, -, *]

1.Move
2.Take Healing potion
3.Print out numbers of pillars you own
4.Print out whole Dungeon

3
2
[*, -, *]
[|, 4, *]
[*, -, *]

YOU ALREADY ACQUIRED THIS PILLAR
1.Move
2.Take Healing potion
3.Print out numbers of pillars you own
4.Print out whole Dungeon

——
1
[*, -, *]
[|, E, *]
[*, -, *]

To move: WSAD W for north, A for west, S for south, D for east
s
Moved south
[*, -, *]
[*, 2, *]
[*, *, *]

1.Move
2.Take Healing potion
3.Print out numbers of pillars you own
4.Print out whole Dungeon
——
3
3
[*, -, *]
[*, 2, *]
[*, *, *]

YOU ALREADY ACQUIRED THIS PILLAR
1.Move
2.Take Healing potion
3.Print out numbers of pillars you own
4.Print out whole Dungeon
——
1
[*, -, *]
[*, E, *]
[*, *, *]

To move: WSAD W for north, A for west, S for south, D for east
w
Moved north
[*, -, *]
[|, 4, *]
[*, -, *]

YOU ALREADY ACQUIRED THIS PILLAR
1.Move
2.Take Healing potion
3.Print out numbers of pillars you own
4.Print out whole Dungeon

```
_____
1
[*, -, *]
[|, E, *]
[*, -, *]

To move: WSAD  W for north, A for west, S for south, D for east
a
Moved west
[*, *, *]
[*, H, |]
[*, -, *]

1.Move
2.Take Healing potion
3.Print out numbers of pillars you own
4.Print out whole Dungeon
_____
1
[*, *, *]
[*, E, |]
[*, -, *]

To move: WSAD  W for north, A for west, S for south, D for east
s
Moved south
[*, -, *]
[*, H, *]
[*, -, *]

1.Move
2.Take Healing potion
3.Print out numbers of pillars you own
4.Print out whole Dungeon
_____
1
[*, -, *]
[*, E, *]
[*, -, *]

To move: WSAD  W for north, A for west, S for south, D for east
s
Moved south
[*, -, *]
[*, X, |]
[*, -, *]
```

```
brent battles Oscar the Ogre
---------------------------------------------
Number of turns this round is: 5
1. Attack Opponent
2. LaserBeam
Choose an option: 1
brent scissor kicks and punches Oscar the Ogre:
Oscar the Ogre hit  for <383> points damage.
Oscar the Ogre now has 0 hit points remaining.

Oscar the Ogre has been killed :-(

invalid choice!
Number of turns remaining is: 4
brent was victorious!
1.Move
2.Take Healing potion
3.Print out numbers of pillars you own
4.Print out whole Dungeon
-------------------------------------------
1
[*, -, *]
[*, E, |]
[*, -, *]

To move: WSAD  W for north, A for west, S for south, D for east
s
Moved south
[*, -, *]
[|, O, |]
[*, *, *]

Exit is locked, you don't have all the PILLARS!
1.Move
2.Take Healing potion
3.Print out numbers of pillars you own
4.Print out whole Dungeon
-------------------------------------------
1
[*, -, *]
[|, E, |]
[*, *, *]

To move: WSAD  W for north, A for west, S for south, D for east
a
Moved west
[*, -, *]
```

```
[|, H, |]
[*, *, *]

1.Move
2.Take Healing potion
3.Print out numbers of pillars you own
4.Print out whole Dungeon
-------------------------------------------
1
[*, -, *]
[|, E, |]
[*, *, *]

To move: WSAD  W for north, A for west, S for south, D for east
w
Moved north
[*, *, *]
[|, M, *]
[*, -, *]

brent BLOCKED the attack!
brent battles Dark Knight the Archfiend
--------------------------------------------
Number of turns this round is: 10
1. Attack Opponent
2. LaserBeam
Choose an option: 1
brent scissor kicks and punches Dark Knight the Archfiend:
Dark Knight the Archfiend hit  for <212> points damage.
Dark Knight the Archfiend now has 188 hit points remaining.


 invalid choice!
Number of turns remaining is: 9
1. Attack Opponent
2. LaserBeam
Choose an option: 1
brent scissor kicks and punches Dark Knight the Archfiend:
Dark Knight the Archfiend hit  for <250> points damage.
Dark Knight the Archfiend now has 0 hit points remaining.

Dark Knight the Archfiend has been killed :-(

 invalid choice!
Number of turns remaining is: 8
brent was victorious!
1.Move
```

```
2.Take Healing potion
3.Print out numbers of pillars you own
4.Print out whole Dungeon
--------------------------------------------
1
[*, *, *]
[|, E, *]
[*, -, *]

To move: WSAD  W for north, A for west, S for south, D for east
a
Moved west
[*, *, *]
[|, H, |]
[*, *, *]

1.Move
2.Take Healing potion
3.Print out numbers of pillars you own
4.Print out whole Dungeon
--------------------------------------------
1
[*, *, *]
[|, E, |]
[*, *, *]

To move: WSAD  W for north, A for west, S for south, D for east
a
Moved west
[*, *, *]
[*, P, |]
[*, -, *]

brent BLOCKED the attack!
1.Move
2.Take Healing potion
3.Print out numbers of pillars you own
4.Print out whole Dungeon
--------------------------------------------
1
[*, *, *]
[*, E, |]
[*, -, *]

To move: WSAD  W for north, A for west, S for south, D for east
s
Moved south
```

```
[*, -, *]
[*, 1, *]
[*, *, *]

1.Move
2.Take Healing potion
3.Print out numbers of pillars you own
4.Print out whole Dungeon
-----------------------------------------
3
4
[*, -, *]
[*, 1, *]
[*, *, *]

YOU ALREADY ACQUIRED THIS PILLAR
1.Move
2.Take Healing potion
3.Print out numbers of pillars you own
4.Print out whole Dungeon
-----------------------------------------
1
[*, -, *]
[*, E, *]
[*, *, *]

To move: WSAD  W for north, A for west, S for south, D for east
w
Moved north
[*, *, *]
[*, P, |]
[*, -, *]

brent BLOCKED the attack!
1.Move
2.Take Healing potion
3.Print out numbers of pillars you own
4.Print out whole Dungeon
-----------------------------------------
1
[*, *, *]
[*, E, |]
[*, -, *]

To move: WSAD  W for north, A for west, S for south, D for east
d
Moved east
```

```
[*, *, *]
[|, H, |]
[*, *, *]

1.Move
2.Take Healing potion
3.Print out numbers of pillars you own
4.Print out whole Dungeon
-------------------------------------------
1
[*, *, *]
[|, E, |]
[*, *, *]

To move: WSAD  W for north, A for west, S for south, D for east
d
Moved east
[*, *, *]
[|, M, *]
[*, -, *]

brent BLOCKED the attack!
brent battles G0DZILLA
----------------------------------------------
Number of turns this round is: 10
1. Attack Opponent
2. LaserBeam
Choose an option: 1
brent scissor kicks and punches G0DZILLA:
G0DZILLA hit  for <166> points damage.
G0DZILLA now has 634 hit points remaining.


invalid choice!
Number of turns remaining is: 9
1. Attack Opponent
2. LaserBeam
Choose an option: 1
brent scissor kicks and punches G0DZILLA:
G0DZILLA hit  for <372> points damage.
G0DZILLA now has 262 hit points remaining.


invalid choice!
Number of turns remaining is: 8
1. Attack Opponent
2. LaserBeam
```

Choose an option: 1
brent scissor kicks and punches G0DZILLA:
G0DZILLA hit for <144> points damage.
G0DZILLA now has 118 hit points remaining.

 invalid choice!
Number of turns remaining is: 7
1. Attack Opponent
2. LaserBeam
Choose an option: 1
brent scissor kicks and punches G0DZILLA:
G0DZILLA hit for <102> points damage.
G0DZILLA now has 16 hit points remaining.

 invalid choice!
Number of turns remaining is: 6
1. Attack Opponent
2. LaserBeam
Choose an option: 1
brent scissor kicks and punches G0DZILLA:
G0DZILLA hit for <307> points damage.
G0DZILLA now has 0 hit points remaining.

G0DZILLA has been killed :-(

 invalid choice!
Number of turns remaining is: 5
brent was victorious!
1.Move
2.Take Healing potion
3.Print out numbers of pillars you own
4.Print out whole Dungeon

1
[*, *, *]
[|, E, *]
[*, -, *]

To move: WSAD W for north, A for west, S for south, D for east
s
Moved south
[*, -, *]
[|, H, |]
[*, *, *]

```
1.Move
2.Take Healing potion
3.Print out numbers of pillars you own
4.Print out whole Dungeon
-------------------------------------------
1
[*, -, *]
[|, E, |]
[*, *, *]

To move: WSAD  W for north, A for west, S for south, D for east
d
Moved east
[*, -, *]
[|, O, |]
[*, *, *]


-----------------------------------------------------------
YOU HAVE WON THE GAME CONGRADULATIONS!!!
YOU ARE THE MIGHTIEST WARRIOR IN THE OO KINGDOM
-----------------------------------------------------------
```