

# **USER MANUAL**

**CPSC 2720**

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## **SPACE RESCUE**



**Team LEGION**

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# 1.Game Overview

The Space Game is a game based in space, obviously, in which the user visits a planet that his brother has gotten lost on. By completing 9 missions in 3 different environments, the user finds his brother, in which they can both safely return to Earth. The user gets to fight bosses, solve puzzles, interact with items, and explore the different environments of the game. With the help of a lost Crew Mate and a Robot helper, the user attempts to conquer the planet and eventually reach his end goal. In the game there are three environments: mountain, spaceship, and space colony. Each environment can be thought of as a map with 4 locations, a left location, a middle location, a right location, and an upward location. All locations of every environment have a mission, or level, corresponding to the environment, except for the middle location. The user can switch between environments and locations in order to complete the game.

## 2. User Guide

1. To begin the game, all you have to run is the **make** command, followed by **./project** to execute the program.
2. There are a number of commands that can be entered, depending on the point of the game you are at. The flow of the game generally consists of the following
  - a. The user being asked whether they want to move, explore the current environment, or view the possible items
    - i. These are done by inputting **move**, **explore**, or **view**.
  - b. If the user enters **move** they will first be asked if they want to move environments.
    - i. If **yes** is entered, the user can choose to move between **mountain**, **ship**, and **colony**.
    - ii. If **no** is entered, they are prompted by the next question
    - iii. The next question ask the user if the would like to move in their current environment
      1. If **yes** is entered, they are prompted by the next question
      2. If **no** is entered, they receive the original question
    - iv. The next question ask the user what direction they would like to move
      1. They can input **up**, **down**, **left** or **right**.
    - v. They user is then asked if they would like to view then play the mission
      1. Both of which are answered by **yes** or **no**
    - vi. Based on the response, the user either plays the level or doesn't, and ask if they would like to move again, repeated this cycle
  - c. If the user enters **explore**
    - i. The current environment is explored
  - d. If the user enters **view** they are prompted with two options
    - i. Either **add**
    - ii. Or **remove**

- iii. Then they are prompted with the items, either **gun, flashlight, or food**
- iv. The appropriate action is then done to the users backpack based off the input
- e. **THE MAIN THING TO NOTE**– If at any time the user is unaware of what to enter, they can input anything. If it is a correct input, they continue, but if it is incorrect **a list of all possible actions** appears, forcing the user to input a correct action

### 3. SAMPLE WALKTHROUGH

- a. After the user is asked to input their name and introduced to the NPC's, the following actions occur

```
welcome to SPACE GAME
Pleaser Enter your name.
simon
Hello simon welcome, to space, remember what your mission is.
You came to space to find your lost brother, remember?
If you have any questions refer to the user manual.

Hello, I'm robot helper!!!
I am no use to you.
Unfortunately, I was trained on
the wrong data set. My AI is remedial

Hello I am your lost Crew member.
I have been here for long time.
I Know everything. Before Every level
I will give you info critical to your success

You are currently on Space Ship
Would you like to move, explore this environment, or view possible items(add/drop from backpack)?
move
```

User inputs move,

```
You are currently on Space Ship
Would you like to move, explore this environment, or view possible items(add/drop from backpack)?
move
Would you like to switch environment?
yes
What environment would you like to visit?
mountain
You are moving from Space Ship to Mountain
Would you like to move in Mountain?
yes
```

Then they are asked whether they would like to switch environments, in which they enter yes, and then they specify what environment to visit (in this case mountain). They then input that they would like to move around in Mountain.

```
Would you like to move in Mountain?
yes
What direction?
left
You are now in left location of Mountain
There seems to be a mission here.
Would you like to view the mission?
yes
For this level, your platoon gets
stuck going up a mountain. It seems
the engine has stalled, use your knowlegde
to fix it. Good Luck.
Would you like to play this mission?
yes

YOU GOT STUCK ON THE MOUNTAIN

Hey it's your crewmate, let me give you a hint.
It is one letter
Remember this is not a normal engine
The engine can't be operated on unless the user solves the question. It reads: What always ends everything?
(answer in lowercase)
```

After they input left, the mission corresponding to the left location of the mountain appears. The user can then choose to view the mission (or not), and to play the mission (or not). In this case, the mission is not played. The user can maneuver their way back to the first question. And a different path will be taken, this time if the user enters explore.

```
You are currently on Mountain
Would you like to move, explore this environment, or view possible items(add/drop from backpack)?
explore
This is the mountain
This is the most dangerous zone.
You are currently on Mountain
```

The Mountain environment is explored. If the user enters view, the following happens.

```
Would you like to move, explore this environment, or view possible items(add/drop from backpack)?
view
The possible items here are Gun, Flashlight, and Food.
Your backpack is empty
Would you like to add or remove an item from Backpack?
add
What item(gun, flashlight, food)?
gun
Item added to BP
```

The user chooses to add an item to their backpack, in this case a gun. A similar process happens for removal.

Those are the very basic interactions for the user to understand how to start playing the game.

### 3. Troubleshooting Guide

#### 1. How can the user get in-game help?

- a. If at any point, the user gets confused or lost in the game, entering “help” into the command line will help the user by displaying a list of all the possible inputs. In this case it will be read as a bad input, but with the way the game is designed, it will display all the possible options for the user. A user will be provided all the info they need before a level by viewing the mission, as well as some advice from one of the NPCs.

#### 2. What are possible errors and how can the user fix them or deal with them?

- a. The user may notice, at some points throughout the game, especially during some of the missions, that their inputs are not being read. If this happens, it is because the user is inputting information into the command line incorrectly. To solve this, reread the intro to the level and look at what it is asking you to do.
- b. The user should be able to solve all other in game errors on their own. The game is very user friendly and was designed for an easy, but fun, experience. We did not make any boss able to kill you in one shot or make them impossible to kill, instead, the user has the benefit of the doubt in many in-game situations.