

Seals of Hell

Text Based Adventure Game

| | |
|------------------------------|----------|
| Planning | 2 |
| Overview | 3 |
| Game Win Commands | 4 |
| List of Commands | 7 |
| Advanced Requirements | 8 |
| Screenshot | 9 |

Planning

There were a few things that I had to omit from my game, given the deadline. There was a part in the map where I wanted to have starving and thirsty people and the only way to go further was to give them food and water.

Both food and water were available in a different region but the player had to pick an empty bag from this region and go in the other region to put the food in the bag and bring it. I only implemented the giving water part as the empty bag and putting food in the bag seemed pretty complicated to implement, given the time frame.

I had a plan to implement a hiding spot in one of the rooms and ammo for one of the weapons but decided to drop it due to the complexity.

Having more than one mirror in the mirror room was also complicated as each mirror had to be an enemy and the way I implemented enemies, it was difficult to have more than one in one room.

The major omission from the game was the 'what do you desire?' part of 'brothel of lust' region. I had earlier planned to have separate commands for each mini killzone in that room but implementing them was really time consuming, so I decided to have one command for each of them. In the same room, instead of a gatekeeper sending you to the selected room, I now allow the user to choose the room but if you don't choose the right room you kind of die. This wasn't my intention earlier.

The rest of the game is exactly as I had planned.

Overview

The Apocalypse is upon us. The Seven Seals of Hell have been opened and the Gates of Hell have unleashed all kinds of demons into the world. You are a Mighty Hero who has to save us by going into the depths of hell and fighting the worst of the worst to seal the gates again and stop the apocalypse.

The game starts with the player being in the Underworld region at the Hell's Gate room. In this room the player finds 7 portals to 7 regions of the seals of hell and the gates of hell which have been opened. The player needs to teleport to each of the regions, traverse through the different rooms in each region, and retrieve the 7 rings of hell.

Once the player has all 7 rings, he needs to give those rings to the gates of hell so that they can be sealed but there is a twist as the devil stops the player. The player has to battle the devil and defeat him and then give the 7 rings to the gates to win the game.

Each region has rooms which have enemies, interaction items (playables, eatables, movables, riddles), pickable items (weapons, shield, giveables, wearables), and kill zones. Some kill zones are sudden death and you can't do anything to stop them from killing you, like Nuclear War and World War. Some have disabling objects like wearing demon skin to fool swarm of demons, etc.

Enemy attacks need to be blocked by a shield before attacking or the player would die. Enemies also have specific weapons through which they can be killed. Follow the following instructions to traverse through the map.

Game Win Commands

*(For enemies **Block** <Enemy Name> -> **Attack** <Enemy Name> with <Weapon Name>)*

Teleport abyss of war portal

Pick damned sword

Pick shield of invincibility

Go north

Block hellfire demon

Attack hellfire demon with damned sword

Wear fire demon skin

Go north-east

Go north

(Red Horseman/Damned Sword) x2

Pick red ring

Teleport abyss of war portal

Teleport matrix of greed portal

Pick midas hammer

Play poor slot machine

Pick gold coin

Give gold coin to operator

Go north-east

(Mirror of Erised/Midas Hammer) x1

Go north

(The Greedy Midas/Damned Sword) x2

Pick gold ring

Teleport matrix of greed portal

Teleport belly of gluttony portal

Move feast table

Pick blob meltor

Go north-west

(Pig Blob/Blob Meltor) x1

Pick elixir of thirst

Go north-east

(Leviathan/DamnedSword) x2

Pick pink ring

Teleport belly of gluttony portal

Teleport realm of famine portal

Give elixir of thirst to starving and thirsty people

(maze starts here so its just go commands)

Go west

Go south -> Go West -> Go North -> Go north ->Go west-> Go west-> Go west

Go west

(Black Horseman/Damned Sword) x2

Pick black ring

Teleport realm of famine portal

Teleport manacles of pestilence portal

Pick peculiar medicinal injection *(if you want to take the disease route as it has the plague demon)*

Wear beak mask

Go east

Go south *(disease route and plague demon)*

(Plague Demon/Peculiar Medicinal Injection) x2

Go north-east

or

Go north *(answer route and riddle question)*

Answer The Black Death

Go south-east

(White Horseman/Damned Sword) x2

Pick white ring

Teleport manacles of pestilence portal

Teleport brothel of lust portal

Play what do you desire?

Pick (*any weapon name*)

GO (*choose door related to weapon only*)

Drop (*chosen weapon name*)

Go (*__ to temptation direction*)

(Succubus/Damned Sword) x2

Pick purple ring

Teleport brothel of lust portal

Teleport atrium of death portal

Move the carpet of dead souls

Pick proton pack

Wear cloak of light

(*Undead Maze Starts*)

Go south

Go south -> Go east -> (Ghost of Night Crawler/Proton Pack) x1 ->

Go north -> pick death coin -> go south -> go west -> go north -> go

west -> go south -> go east -> go south -> go east -> go south -> go

west -> (Ghost of Jack The Ripper/Proton Pack) x1 -> go north

Give death coin to ferryman

Go west

(Pale Horseman/Damned Sword) x2

Pick pale ring

Pick death scythe

Teleport atrium of death portal

(Lucifer Morningstar/Death Scythe) x3

(Give ring name to The Gates of Hell) x7 for all rings

You win!!!

List of Commands

| INPUT | RESULT |
|--|--|
| HELP | Displays all possible commands |
| SAVE | Saves the game |
| EXIT | Saves the game and exits to main menu |
| INVENTORY | Shows player inventory |
| LOOK / LOOK <Object Name> | Looks everything / Looks at object |
| TELEPORT <Portal Name> | Teleports to and from region |
| PICK <Object Name> | Picks pickable object |
| GO <Direction> | Go's to that direction |
| ATTACK <Enemy Name> WITH <Weapon Name> | Attacks the enemy with the said weapon |
| BLOCK <Enemy Name> | Blocks the enemy if you have shield |
| WEAR <Object Name> | Wear wearable objects |
| PLAY <Object Name> | Play playable objects |
| GIVE <Object Name> TO <Collector Name> | Give giveable objects to collector |
| EAT <Object Name> | Eat edible objects |
| MOVE <Object Name> | Move movable objects |
| ANSWER <Answer> | Answer answer of riddle |

| | |
|--------------------|---|
| DROP <Object Name> | Drop picked objects which are not given |
|--------------------|---|

Advanced Requirements

I have implemented both saving and inventory falling when you die but the inventory falls in the room you came from and not in the room you are as some rooms are kill zones and you won't be able to retrieve your inventory in that case. There is a slight bug in game saving after you win the game that I didn't quite figure out due to time limitations.

Also I am creating the entire game in the start and deleting the entire game at the end so there is no proper runtime implementation but I have used function pointers to create some objects that could be anything. See through the gameloader.cpp to get a better understanding.

Screenshot

```
What do you do?  
  
pick peculiar medicinal injection  
PECULIAR MEDICINAL INJECTION picked.  
  
What do you do?  
  
go east  
Chemical Testing Room  
The deadliest weapons of mass destructions are tested here  
  
In the NORTH direction...  
ANSWER ROUTE  
If you have a good IQ you may pass  
  
In the SOUTH direction...  
DISEASE ROUTE  
Only take this route if you have a good immune system  
  
In the WEST direction...  
FUMING PATH  
Fumes of pungent chemicals are creeping out  
  
What do you do?  
  
go south  
Disease Room  
The house of the plague
```