RogueScape – User Manual

Launching the Game:  
Calling “java Main” from the terminal/command line can launch the game. Alternatively importing the project into Eclipse and hitting Run should launch the game.

Key Bindings:

* Return – Starts the game.
* Left Arrow, ‘H’ – moves the character left
* Up Arrow, ‘J’ – moves the character up
* Down Arrow, ‘K’ – moves the character down
* Right Arrow, ‘L’ – moves the character down
* Comma, ‘<’ – ascends the character up a floor to a new dungeon if standing on an upward staircase: ‘<’
* Period, ‘>’ – descends the character down a floor to a new dungeon if standing on a downward staircase: ‘>’

Visible Entities:

* ‘@’ – the player
* ‘d’ – dragon, may be slain by being repeatedly walked into by the player
* ‘+’ – a closed door, may be opened by being walked into by the player
* ‘,’ – an open door, may be passed through
* ‘<’ – an upward staircase, may be ascended by the player
* ‘>’ – a downware staircase, may be descended by the player