

Prison Break

Group: Aria

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User Manual

Game Overview

As you start the game you read a prompt that states that you are the true heir to the throne of Denmark but you have been imprisoned by the current king Alexey who usurped the throne from your father. He has locked you and anyone with connection to you away in hopes that your execution will let him rest. You start in your cell and realize the door is locked when you try to leave. You then interact with your cellmate Shahadat who was imprisoned for being an associate for the former king. He tells you that you must use the lockpick on the floor of your cell and escape the prison to claim the throne that is rightfully yours by finding Nicole. You then find the lockpick on the ground and must answer some questions to get the cell to unlock but be warned, if you answer wrong the guards will hear and you will be executed. After unlocking your cell you must navigate around the map and find Nicole located in one of the other cells. When interacting with Nicole you learn that she was imprisoned for refusing to swear fealty to the king and is being sentenced to death. You then figure out that there are three different ways to escape the prison: Stealing the warden's key from his pants, using a shovel to dig through the courtyard, or using a pickaxe to dig through your cell wall to freedom. Depending on the route you take they each lead to a path of freedom.

Route 1: Stealing the warden's key.

After searching the prison you find yourself in the showers and see that the clothes of the warden are on the ground, you choose to inspect them while he cleans himself and you find his master key. Using the master key you go to his office and open the door and escape through the window and flee the prison safely.

Route 2: Using the Shovel.

After searching the prison, you find yourself in the courtyard and find KermitTheFrog. After talking to him you figure out he has been imprisoned for trying to steal gold from a carousel that the king was on. Since his imprisonment he has developed a game he calls "Black Jack" and challenges you to play in exchange for giving the location of the shovel and where to use it. However, if he beats you in the game, he will report you to the guards and you will be executed.

Route 3:Using the Pickaxe.

After searching the prison, you find yourself in the cafeteria and find JordanPeterson. After talking to him, you figure he was a builder for the warden and since he failed to follow one of the designs he found out and had him arrested. He then tells you he can tell you how to escape from the prison but you have to answer some trivia questions for him. If you get any of the questions wrong, he will alert the guards of what you are trying to do and you will be captured and executed.

Main Functions Guide

To start the game:

1. First open the file location and run the 'make' command in the terminal

```
omod2720@362rosalind:~/aria$ make
```

2. After the program compiles, type ./project into the terminal to start the actual game and you will be met with the opening prompt and the game begins

```
omod2720@362rosalind:~/aria$ ./project
```

Commands to Run in Game

- a. After the game has been run and started up, you can then begin playing. You will be prompted with 5 options, enter the integer corresponding to the option you want to run. [i.e) 1 for movement, 2 for items, etc]

```
Welcome to Prison Break! Aria edition.

You are the heir to the throne of DenmarkThe Current King Alexey has imprisoned you for treason against the throne
You have been sentenced to death and your execution is pending
You will Not stand for this blasphemy!
You must break out of this prison and rightfully claim what is yours!

Your name:2720Student
You are currently in: Starting Cell
Choose an Action:
1. Movement
2. Items
3. Character
4. display Map
5. End Game
```

- b. **Movement:** If option Movement is selected, first the game determines if the user is in a story room or a hallway and determines the movement option accordingly. If the user is in a story room and chooses the movement. The game outputs the option to move to a hallway with the options "y/n" and the user inputs either "y " or "n".

```
Move to hallway (y/n).
y
```

If the user is in a hallway, the options to move left, right, up, and down are given as options and the user inputs the corresponding integer for which room they want to move into. [i.e) 1 for left, 2 for right, 3 for up, 4 for down]

```
This is the third hallway in the prison

1. Move Left
2. Move Right
3. Move Up
4. Move Down
```

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- c. **Items:** If option Item is selected, first the game will give the option for interacting with room items or the players items.

```
1.) Interact with your items.
2.) Interact with room items.
```

The player then inputs either '1' for interacting with the player items and '2' for interacting with the room items. If the player selects room items, the program searches to see if there is an item in the room or not. If there is an item the room will display the item that is in the room and ask the user if they would want to pick up the item `Do you want to pick up the Lockpick? (y/n)` if the user inputs 'y' then the item is added to the player inventory and can be accessed by selecting 'the interact with your item' from the previous menu. To interact with the items in the player inventory the player inputs the '1' from the previous menu to 'interact with your items', if the player has an item in their inventory the game will display their items and say "Which item do you want to interact with?" if the user wants to select an item they would have to type the item name exactly as shown in the game [i.e] if the user wants to select the Lockpick, they must type in 'Lockpick' exactly as shown]

```
Which item do you want to interact with?
Here is your item(s):
Lockpick
Lockpick
```

The user is then prompted on if they want to Use the item or drop it, depending on which they choose they must input the corresponding integer in the menu.

```
1.) Use item.
2.) Drop item.
1
```

As long as the user is in the right room that is stated by the NPCs that the item can be used in, then the item will interact with the environment as needed, or the game throws that the item cannot be used in the certain room.

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- d. **Character:** If option character is selected, the game will first search to see if a character is in the room, if there is a character in the room then the game will give the option of which character the user wants to interact with.

```
Which character would you like to interact with?  
1. Shahadat
```

If the user enters '1' for the character they want to interact with, they are given a series of questions that can be asked to the character, and the user enters the corresponding integers to ask whatever questions they feel may be relevant to helping them complete the game. [i.e) '1' for "Where am I?", etc]

```
Interacting with Shahadat:  
1. Where am i?  
2. Why am i here?  
3. Why are you here?  
4. What should i do?  
5. End conversation
```

Once the user chooses to end the conversation they are brought back to the first menu of 5 options. Each NPC has a different interaction with them and some of them also have certain quests they have you complete before giving you a hint to your next task to complete. **[Not all NPCs must be interacted with in order to win the game]**

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- e. **Display map:** If the option display map is selected, the game will output the entire map to the user which can be used to help navigate between the different rooms and hallways that are implemented in the game and also displays the current story room you are in. **[The display map function cannot be used while in hallways]**

```
      Gallows      Warden's Office      Showers  
      |            |            |  
Cell--Hallway 1    ---Hallway 2    ---Hallway 3--Labour Camp  
      |            |            |  
    Courtyard      Cafeteria      Starting Cell
```

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- f. **End game:** If the option end game is chosen at any time, the game will end. The game will output a goodbye message to the user before closing. **[The end game option is available at any time]**

```
5. End Game  
5  
Game Over: Thanks for playing!
```

TroubleShooting Guide

Like all games, there are times when the user may get stuck trying to figure something out or just be plain stuck on a certain part of the game, to counteract that we have some possible issues that may come up to help the user. Here are some problems we think may arise:

1. **The player gets stuck in the first room.** As you start the game, you realize the starting cell is locked. That is because you are imprisoned and need to break out of your cell. You do so by picking the lock and answering a couple questions used by the lock pick. They are randomized questions but to help the user the answers are outputted after the question to give the user an easier time figuring out the answer instead of sitting there and running the game over and over trying to guess an answer that is statistically very low probability of answering correctly.

2. **The user inputs an incorrect character and potentially breaks the code.** Code is finicky we all understand and most times usually case sensitive. We have provided some areas of the code that output the "Wrong input" to the player when an invalid input has been inputted. Just to help the player as well most of the code only involves inputting an integer rather than spelling out actual words.

3. **The user gets lost on where to go next.** After leaving the first room the user is told to find Nicole in the other cell so navigating to her can be a little tricky but if the user uses the map it makes the path more straightforward. Nicole also gives 3 ways to beat the game so if you ever get stuck on where to go next you can always go back to her cell and ask again.

"This Game was made in less than 9 weeks and we enjoyed the process of doing so. It is not perfect but it is our little treasure. We hope you enjoy playing it as much as we enjoyed creating it!"

-Prison Break Creators

