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## I. GAME SPECIFICATION:

- **Name:** The Legendary Tale of the Dragon Slayer
- **Goal:** Kill the dragon
- **Area:** The old house of a sensei
- **Description:**

You are an adventurer going on a quest to destroy the mighty dragon that is causing terror to the miserable village. At the beginning of the game, you are given an ancient scroll by your to help with a quest. The villager also gives you a torch. You need to find three legendary artifacts to defeat the dragon. They are the pearl of undeterminable usefulness, the divine sword of cutting things, and the mirror of totally deflecting light.

- **The Puzzle:**

The blocking stone of the sealed cave of the trapped souls: on the stone that blocks the cave, there is a lock mechanism that requires the combination of 4 digits. Examining the ancient scroll, the player would have to figure that riddle and discover the combination.

Trust me; you would have to use a lot of hints for this game.

## II. USE CASES:

- **Use case for either the inventory command or the look command:**

1. The player is standing in the middle of the room.
2. The player looks around and finds a box with a shiny arrow pointing at it.
3. The player heads to the box.

4. The player opens the box and examines it. There is a note inside the box.
5. The player reads the note. The note shows: “ You need to find three legendary artifacts to defeat the dragon. They are the pearl of the Sun, the divine sword of cutting things, and the mirror of totally deflecting light.”

- **Use case for a movement command:**

1. Go East: The player sees a door with a line says:  
“Find the hidden numbers associated with these figures: ”
2. The player tries to enter the guessed 4 digits to unlock the door.
3. If the combination is incorrect, go back to step 2.
  - 3.1. If the player fails 3 times, the game offers an option: GET HINT.
  - 3.2. After showing the hint, go back to step 2.
  - 3.3. If the player fails 3 more time, says: “You used your only hint for this door. Try 3 more times. If you continue to fail, then the game is over”.
4. If the player succeeds, open the door.
  - 4.1. The player heads to the next room.
  - 4.2. The player sees the mirror hung on the wall.

- **Use case for a command specific to our game: Get Hint**

1. After guessing incorrectly for the first 3 times, the player types “GET HINT”
2. The player enters the desired digit: 1st, 2nd, 3rd, or 4th.
  - 2.1.a: 1st → show 0.
  - 2.1.b: 2nd → show 7.
  - 2.1.c: 3rd → show 4.
  - 2.1.d: 4th → show 3.

\*The player can only uses the hint once for each door.