École Polytechnique Fédérale de Lausanne
EPFL-CD107 - Introduction à la programmation

Readme - MINIPROJET-2

Students:
BRUNO Elie
KUGLER Sebastian

Teacher:
Jamila Sam

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EPFL

Contents

Readme

1.1 Run The Game

To start the game, run the `Play.java` class.

1.2 Controls

Our game version has mostly kept the suggested vanilla controls:

`Arrow Keys:` Move the player

`W:` Interact (Open doors, pick up the staff)

`X:` Launch a fireball (If in possession of a staff)

`R:` Cheat: Resets the current level. Due to the nature of `RandomHelper`, it also regenerates the rooms with a different map. (This cheat can thus be used to generate different versions of Level0.)

1.3 Specifics of our game

Our version of ICRogue has a few custom implementations.

1.3.1 Health bar

Our avatar's 30 health points are visualized with a health bar in the top left corner.

1.3.2 Heart item

The heart item, which can be found in turret rooms, replenishes the player's health on pickup.

1.3.3 Companion

The player has a small companion that follows him, mostly to provide emotional support.