README - MINIPROJET-2

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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.
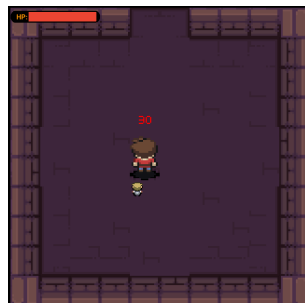

Figure 1.1: Health Bar and HPText

1.3.2 Heart item

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

Figure 1.2: "Heart potion"

1.3.3 Companion

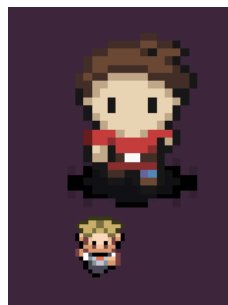The player has a small companion that follows him, mostly to provide emotional support.

Figure 1.3: Companion

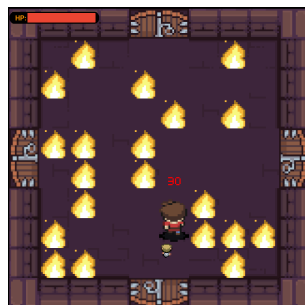### 1.3.4 Hell Room

The room is full of fire that deals damage to the player on contact.

Figure 1.4: The Hell Room