

FINAL PROJECT CC3K

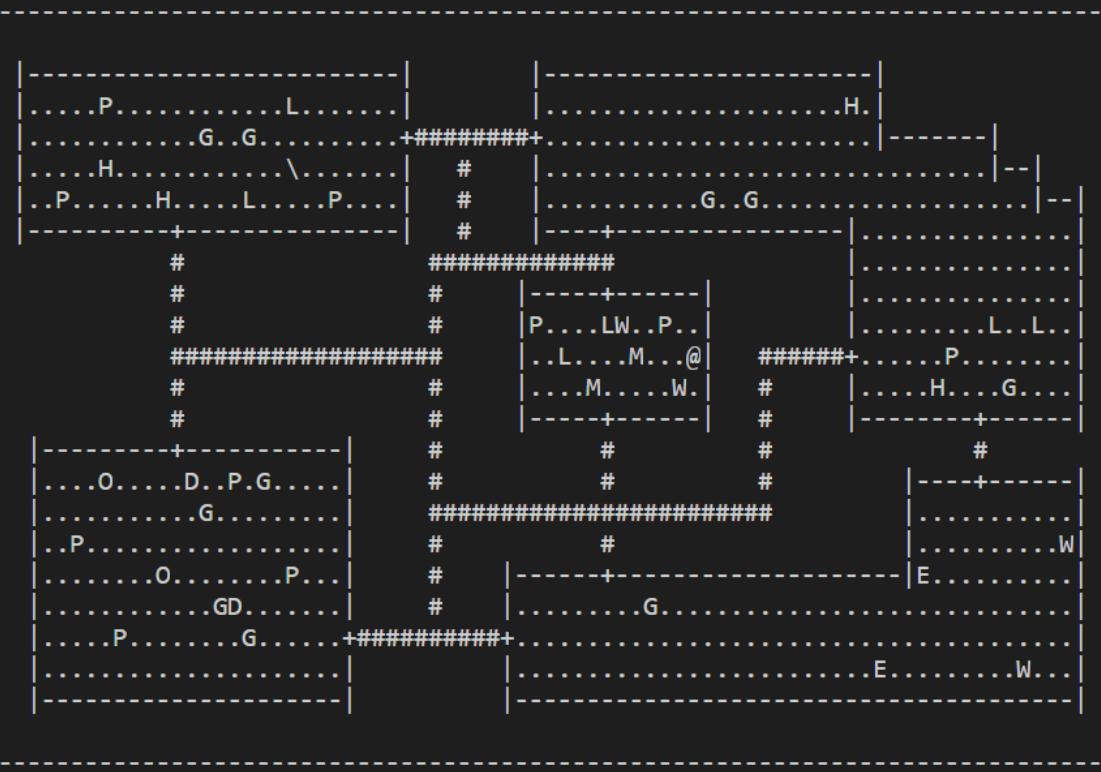
Demo

Floor Demo	p2 - p8	<ul style="list-style-type: none">● Generating a Floor● Reading from the File● Winning● Command f● Command r
Player Demo	p9 - p20	<ul style="list-style-type: none">● Player's characteristics● Choosing Player● Control Player's movement● Player's movement restrictions (i.e walls/Enemies/Potion)● Player's attacking reactions towards different elements● Special Players' characteristics – Vampire/Troll/Goblin● Special Players' abilities when attacking certain Enemies
Enemy Demo	p21 - p32	<ul style="list-style-type: none">● General Information● Different races of Enemies and their abilities
Potion and Treasure Demo	p33 - p55	<ul style="list-style-type: none">● Potion Effects● Potion's special characteristics● Special Player using Potion● Randomly spawned Gold● Gold dropped by different Enemies● Dragon Hoard and Merchant Hoard

Floor Demo – Generating a Floor

- * run "./cc3k" directly will generate each floor randomly with 20 enemies, 10 potions, 10 gold with required possibility
- * Player and stair will be randomly allocated and will not be in the same chamber

```
PS C:\Users\Evelyn\Documents\GitHub\CC3K> ./cc3k
Please choose your character:
s for shade(defualt), d for drow, v for vampire, t for troll, g for goblin
v
Your character is: v
----- Level 1 -----
Generating the floor...
```



Race: Vampire Gold: 0

Floor 1

Hp: 50

Atk: 25

Def: 25

Action: Player enters the floor

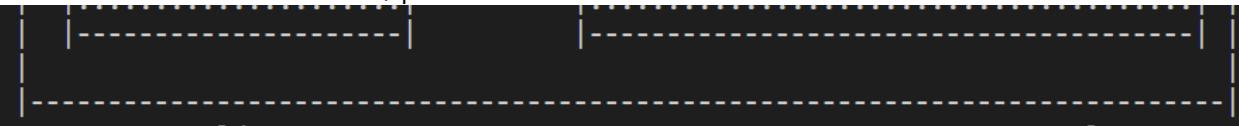

```
≡ testenemy.txt
```

```
1 |-----|-----|-----|-----|
2 |-----|-----|-----|-----|
3 |-----|-----|-----|-----|
4 |.....M.....|.....|.....|
5 |.....9.....+######+.....M.....|-----|
6 |.....D..L.....|.....#|.....|-----|
7 |.....|.....#|.....|-----|
8 |-----+-----|.....#|-----+-----|...O.....|
9 |.....#|.....#####|.....|.....D9.....|
10 |.....#|.....#|-----+-----|.....|
11 |.....#|.....#|.....|.....H.....|
12 |.....#####|.....W.....|.....#####|.....|
13 |.....#|.....#|.....|.....#|.....#|.....|
14 |.....#|.....#|-----+-----|.....#|-----+-----|
15 |-----+-----|.....#|.....#|.....#|.....#|
16 |.....|.....#|.....#|.....#|-----+-----|
17 |.....H.....|.....#####|.....#####|.....|
18 |.....|.....#|.....#|.....|-----|
19 |.....W.....|.....#|-----+-----|3.....|
20 |.....7.....|.....#|.....DW.....|.....|
21 |.....E.....+######+.....6.....1.....|
22 |.....@....2..L.....|.....\.....D9.....|
23 |-----|-----|-----|-----|
24 |
25 |
26 |
27 |
28 |-----|-----|-----|-----|
29 |.....|.....|.....|-----|
30 |.....+######+.....|-----|-----|
```

Floor Demo – Winning

(Test file provided: testfloor.txt)

* If reached stair in floor 5, print out score



Race: Drow Gold: 9

Floor 5

Hp: 150

Atk: 25

Def: 15

Action:

Congratulations, you won! Your score is 9

* Shade has a 50% increase in score

Race: Shade Gold: 9

Floor 5

Hp: 125

Atk: 25

Def: 25

Action:

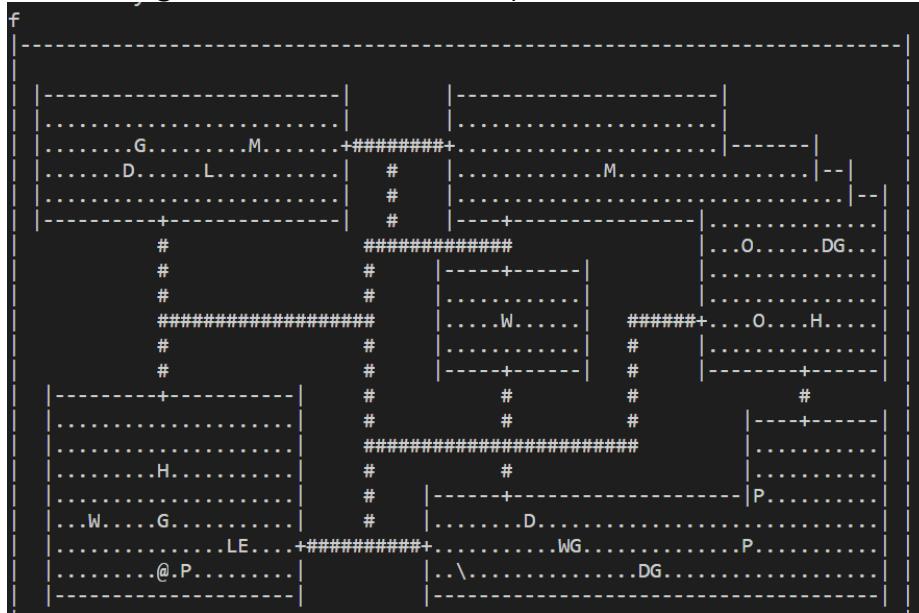
Congratulations, you won! Your score is 13.5

Floor Demo – Command f

* Stops enemies from moving

```
f
-----+-----+
|.....G.....M.....+#####|.....M.....|-----+
|.....D.....L.....| # |.....O.....DG.....|
|-----+-----+-----+-----+-----+-----+-----+
| # | # | # | # | # | # | # | # | # | # | # | # |
| # | # | # | # | # | # | # | # | # | # | # | # |
| # | # | # | # | # | # | # | # | # | # | # | # |
| #####|#####|#####|#####|#####|#####|#####|#####|#
| # | # | # | # | # | # | # | # | # | # | # | # |
| # | # | # | # | # | # | # | # | # | # | # | # |
| # | # | # | # | # | # | # | # | # | # | # | # |
|-----+-----+-----+-----+-----+-----+-----+-----+
|.....H.....| # | # | # | # | # | # | # | # | # | # | # |
|.....W.....G.....| # |.....D.....|.....W.G.....| P.....|
|.....E.....+#####|.....P.....|.....DG.....|
| @.P....L....| ..\.....|-----+
-----+-----+
Race: Draw Gold: 0
Floor 1
Hp: 150
Atk: 25
Def: 15
Action:
ea
-----+-----+
|.....G.....M.....+#####|.....M.....|-----+
|.....D.....L.....| # |.....O.....DG.....|
|-----+-----+-----+-----+-----+-----+-----+
| # | # | # | # | # | # | # | # | # | # | # | # |
| # | # | # | # | # | # | # | # | # | # | # | # |
| # | # | # | # | # | # | # | # | # | # | # | # |
| #####|#####|#####|#####|#####|#####|#####|#
| # | # | # | # | # | # | # | # | # | # | # | # |
| # | # | # | # | # | # | # | # | # | # | # | # |
| # | # | # | # | # | # | # | # | # | # | # | # |
|-----+-----+-----+-----+-----+-----+-----+-----+
|.....H.....| # | # | # | # | # | # | # | # | # | # | # |
|.....W.....G.....| # |.....D.....|.....W.G.....| P.....|
|.....E.....+#####|.....P.....|.....DG.....|
| @.P....L....| ..\.....|-----+
-----+-----+
Race: Draw Gold: 0
Floor 1
Hp: 150
Atk: 25
Def: 15
Action: Player moved in ea direction.
```

* Press f again, will resume enemy movement



Race: Draw Gold: 0

Floor 1

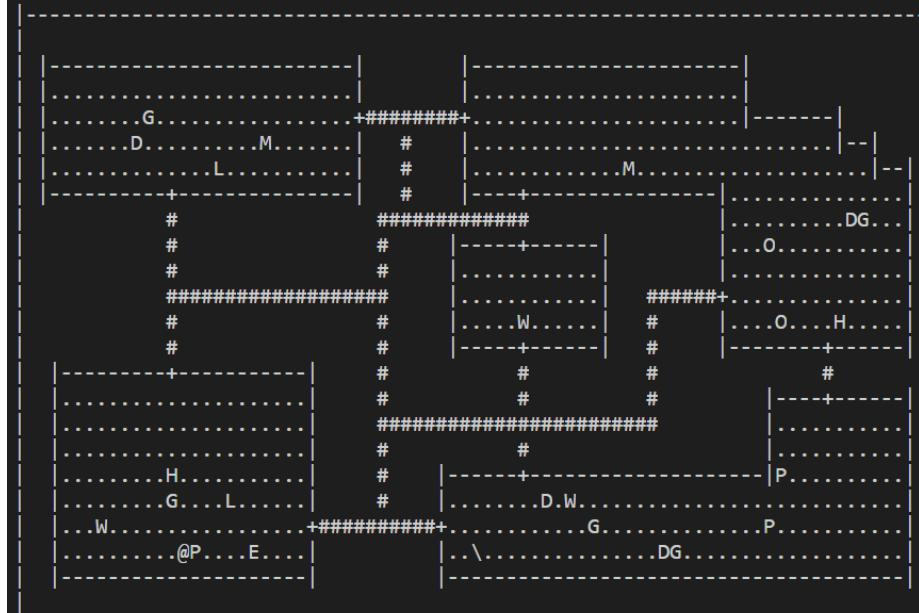
Hp: 150

Atk: 25

Def: 15

Action:

ea



Race: Draw Gold: 0

Floor 1

Hp: 150

Atk: 25

Def: 15

Action: Player moved in ea direction.

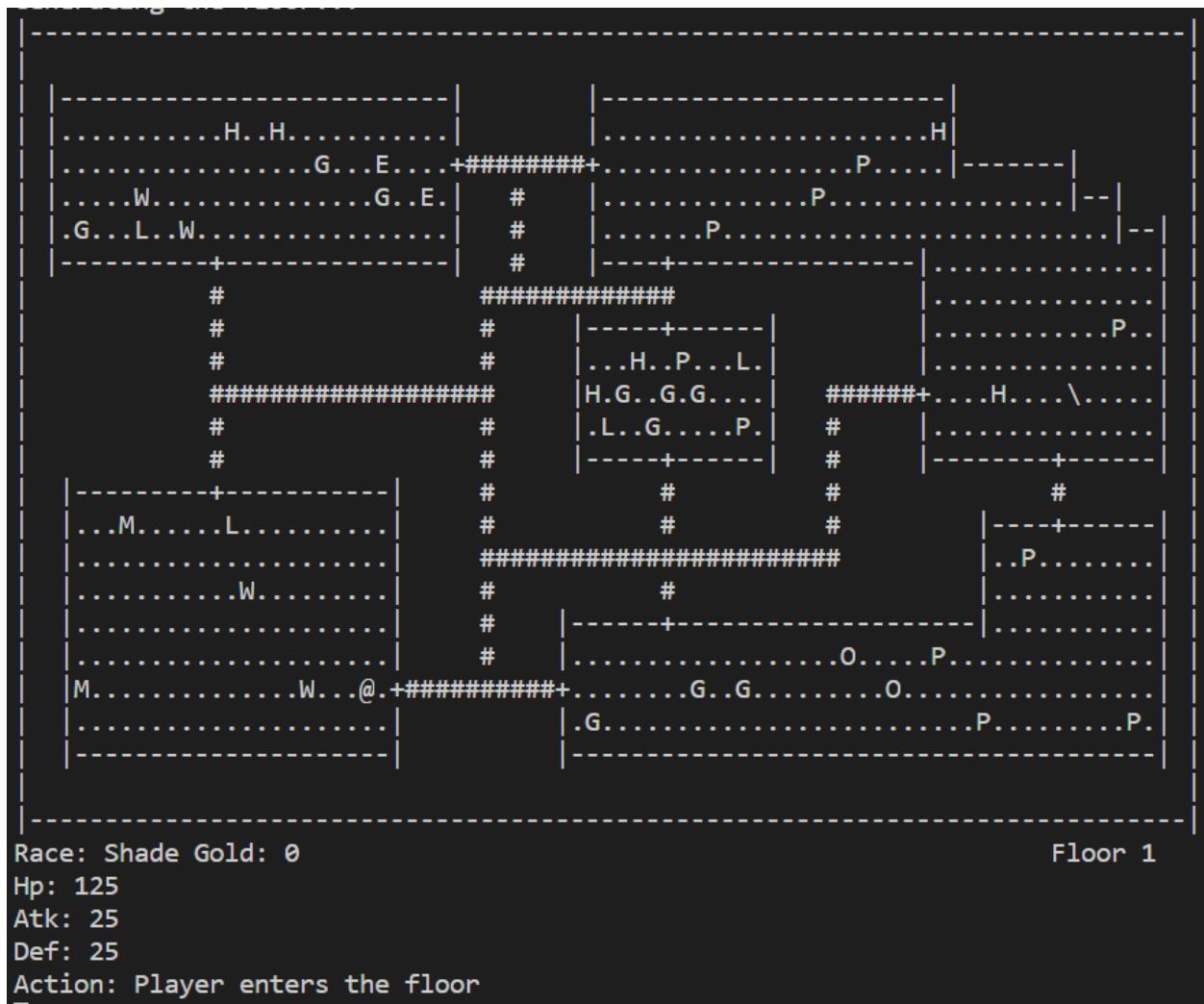
Floor Demo – Command r

- * Restarts the game. All stats, inventory, and gold are reset. A new race should be selected.
- * When run with no command line argument, all items on the floor are randomly generated again
- * When reading from file, the grid is returned to the initial floor settings in the file

```
ea

+-----+-----+
|.....H.....|.....L.....P.....|
|.....H...G...G.....|.....#.....W.....|
|.....H.....H.....G.....|.....#.....L..M.....|
|.....@.....G.....|.....#.....P.....|
+-----+-----+-----+
|.....#.....#####
|.....#.....#.....+-----+.....P.....|
|.....#.....#.....|.OO..WM.DG..|.....P.....|
|.....#####.....|.G.....W.G|.....#####
|.....#.....#.....|.P..P.....|.....#.....|
|.....#.....#.....|-+-----+.....#.....|
+-----+-----+-----+
|.....G.|.....#.....#.....#.....#|
|.....H.....|.....#.....#.....#.....#|
|.....W.....|.....#.....#.....#.....#|
|.....G.....|.....#.....#.....#.....#|
|.....\..H..|.....#.....#.....H.....L.....|
|.....W.....|.....#.....#.....P..G....P..|
|.....P.....|.....#.....#.....#.....#|
+-----+-----+-----+-----+
Race: Troll Gold: 0                                         Floor 1
Hp: 120
Atk: 25
Def: 15
Action: Player moved in ea direction.

r
Restarts the game
Please choose your character:
s for shade(defualt), d for drow, v for vampire, t for troll, g for goblin
s
Your character is: s
----- Level 1 -----
Generating the floor...
```



Player Demo – Player's Characteristics

- Every time player input command, no matter valid or not, the updated floor will be printed, and the Race, Gold, Health, Attack, Defense value will be printed under the floor. Besides, the action will also be printed. Possible actions include: “Player move in ... direction”, “Enemy ... attacks player”, “Player pick up ... golds”, “Player used Potion ...”, “Invalid movement” and so on. If any combat happens, information of the type of enemy, the damage, the remaining HP of enemy will be printed.
- Player cannot attack anything except enemies. For example, if player attacks wall, nothing will happen.
- Player can only move to an empty pile and a pile with pickable gold; otherwise, it's an invalid movement.
- Player can use potion only if there exists a potion in the direction player enters; otherwise, nothing will happen, and the action is “No potion in this direction”
- If one of health, attack, and defense value for player is less than 0, player will dead immediately, and game is over.
- Note that Drow is also a special Player with ability of gaining 1.5 x Potion Effects, it will be shown in Potion Demo.

Player Demo – Setup the Floor and Choosing the Player

The player can choose to use either default map or read from a file to generate the floor. If player chooses to use default, please enter “./cc3k” in the command line; if player chooses to read from a file, please enter “./cc3k ...txt”. (...txt will be replaced by the name of the file player wants to read)

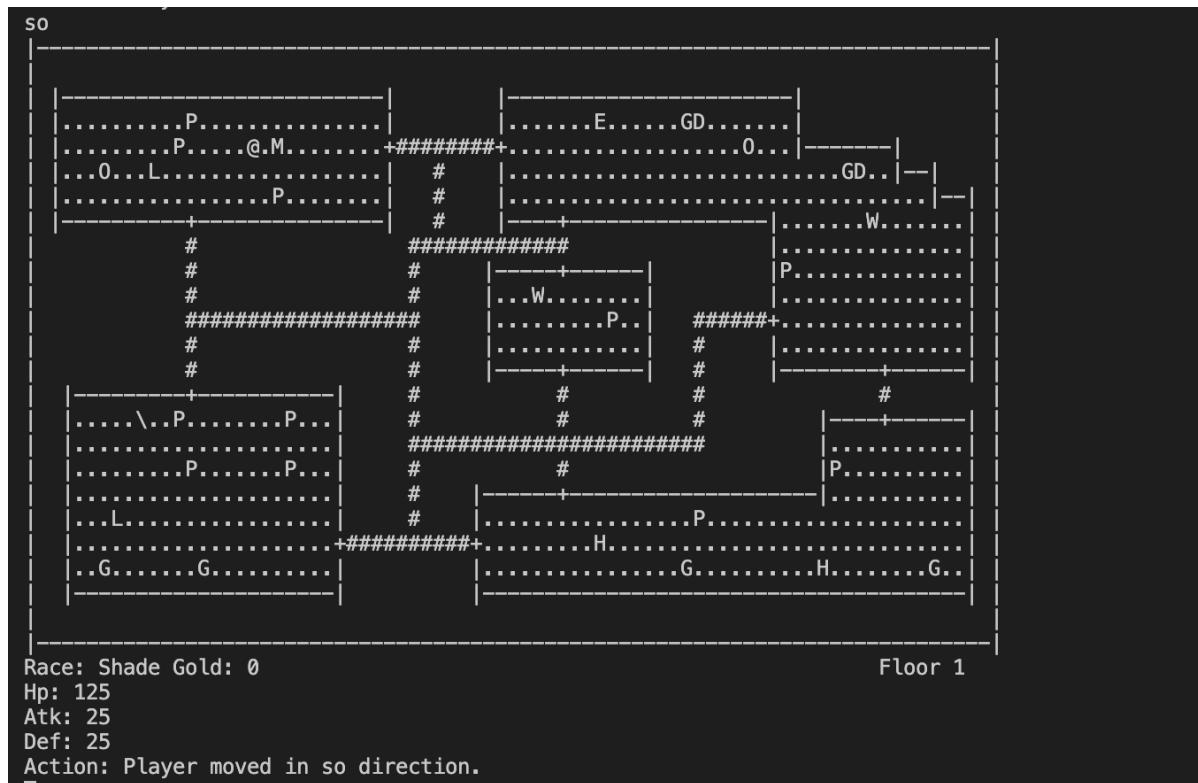
Player needs to choose the character. If player inputs any character except “s”, “d”, “v”, “t”, “g”, the default shade character will be created automatically.

The floor will be printed, and the lines below map will be printed according to the type of character the player chose.

```
Please choose your character:  
s for shade(default), d for drow, v for vampire, t for troll, g for goblin  
s  
Your character is: s  
----- Level 1 -----  
Generating the floor...  
  
Race: Shade Gold: 0  
Hp: 125  
Atk: 25  
Def: 25  
Action: Player enters the floor
```

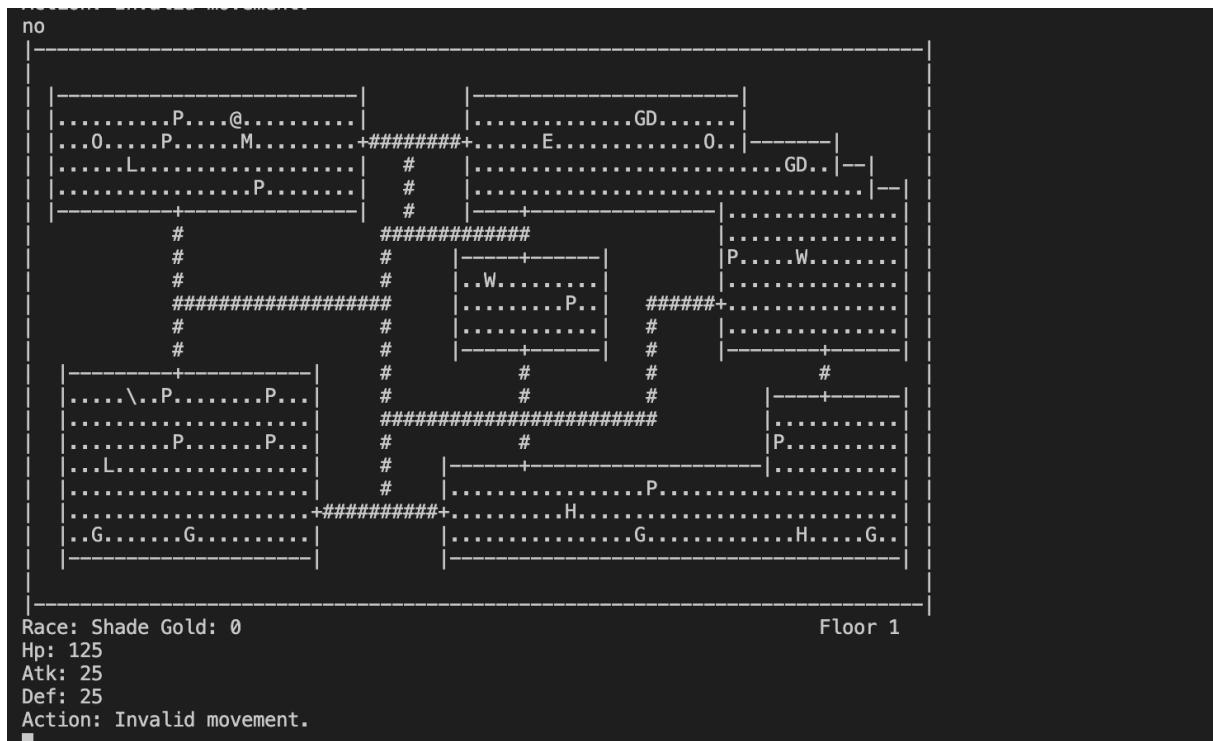
Player Demo – Player's movement

As player enters the floor, if player wants to move to south direction, just input "SO".



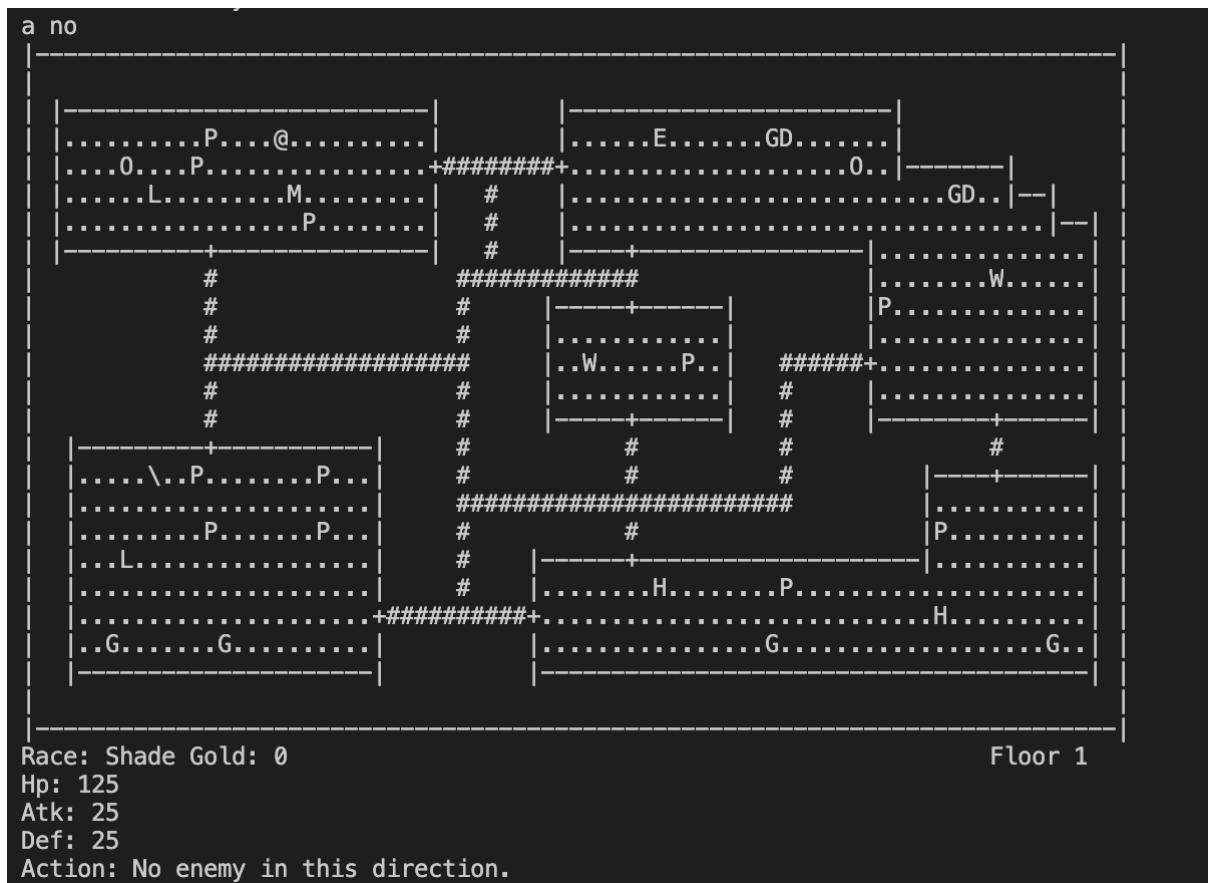
Player Demo – Player's movement restrictions – Wall/Enemy/Potion

If player wants to move to a wall, a tile occupied by enemy, or a tile occupied by potion, player's action is “Invalid movement”, and nothing else happens. For example, in the graph below, player wants to move north from the current position, and the north direction is a wall, then nothing happens, and player remains the same position.



Player Demo – Player's attacking reactions towards Walls

If player wants to attack anything except enemy, the action will be "No enemy in this direction", and the player remains in the same position. The screenshot below shows the display when player tries to attack a wall in the north direction.



Player Demo – Player's attacking reactions towards Enemy

Player noticed there's a merchant in the east direction, so player chooses to attack merchant. As player input "a ea" in the command line, the following are printed out. It shows the damage players make, the enemy's remaining health, the attack from enemy to player. The updated map and information are printed below the map.

```
a ea
You attack enemy M:
The damage is 24
Enemy's health now is: 6
M misses attack



Race: Shade Gold: 0



Floor 1



Hp: 125



Atk: 25



Def: 25



Action: Player attacked enemy M. Enemy M attacked player.


```

Player Demo – Special Player Vampire's Characteristics in combat

If player chose a vampire character, the attack will be different. For every successful attack, player gain 5 HP, which will be printed out below the attack information, and the 5 HP will be added immediately as shown in the screenshot below.

```
a so
You attack enemy M:
The damage is 24
Enemy's health now is: 6
You gain 5 HP
M misses attack
-----
|-----+-----|-----+-----|-----+
| P.....@....|.....GD..|.....GD..|
| 0.....P....|.....E....|.....O....|
|.....L.....|.....#....|.....#....|
|.....P.....|.....#....|.....W....|
|-----+-----|-----+-----|-----+
| #.....#....|.....#....|.....#....|
| #.....#....|.....#....|.....#....|
| #.....#....|.....#....|.....#....|
| #####.....#####|.....W....|.....#....|
| #.....#....|.....#....|.....#....|
| #.....#....|.....#....|.....#....|
|-----+-----|-----+-----|-----+
| \..P.....P..|.....#....|.....#....|
|.....P.....P..|.....#....|.....#....|
|.....L.....|.....#....|.....#....|
|.....G.....G..|.....#....|.....H....|
|.....G.....G..|.....#....|.....G....|
|-----+-----|-----+-----|-----+
Race: Vampire Gold: 0                                     Floor 1
Hp: 55
Atk: 25
Def: 25
Action: Player attacked enemy M. Enemy M attacked player.
```

Player Demo – Special Player Troll's Characteristics

If player chose a Troll character, it regains 5 HP every turn; however, the health value can never exceed the maximum HP 120. For instance, in the graph below, the HP before the turn was 120, and as this turn is ended, HP is supposed to be increased by 5; however, since the player already had maximum HP before this turn, HP remains to be the same. Otherwise, 5 HP will be added to the player immediately if player's new HP doesn't exceed 120.

```
Race: Troll Gold: 0                                         Floor 1
Hp: 120
Atk: 25
Def: 15
Action: No enemy in this direction.
a ea
You attack enemy M:
The damage is 24
Enemy's health now is: 6
You gain 5 HP in this turn
M misses attack
+-----+
|.....P.....|   |.....E.....GD..| |
|.....P.....| +#####+.....|.....GD..|---|
|.....L.....@M.| # |.....O.....|---|
|.....P.....| # |.....W.....|---|
+-----+-----+-----+-----+-----+
#          #####          P...
#          #          .....P...
#          #          #          ...
#####          #####          #          ...
#          #          #          #          ...
#          #          #          #          ...
+-----+-----+-----+-----+-----+
|.....\..P.....P..|   |.....H.....G..|
|.....L.....P.....P..| # |.....H.....G..|
|.....P.....P..| # |.....P.....H..|
+-----+-----+-----+-----+-----+
|.....G.....G..|   |.....H.....G..|   |.....G..|
+-----+-----+-----+-----+-----+
Race: Troll Gold: 0                                         Floor 1
Hp: 120
Atk: 25
Def: 15
Action: Player attacked enemy M. Enemy M attacked player.
```

Player Demo – Special Player Goblin's Characteristics

If player chose a Goblin character, player steals 5 gold from successfully kill an enemy. As shown below, player successfully kill a merchant, and 5 golds are added immediately to the player. Since a merchant hoard is dropped after merchant is dead, a merchant hoard is dropped immediately at the position where merchant originally at.

```
a ea
You attack enemy M:
The damage is 15
Enemy's health now is: 0
Enemy is dead, you steal 5 gold
A Merchant Hoard is dropped!
-----
|-----|-----|-----|
|0.....P.....@G.....| |.....GD.....| |
|P.....+#####+.....| |#.....0.....GD..| |
|L.....P.....| |#.....E.....| |
|-----| |#-----| |
| #.....#####| |-----| |
| #.....#.....| |-----| |
| #.....#.....| |W.....| |
| #####+#####+#####| |-----| |
| #.....#.....| |P.....| |#####+.....| |
| #.....#.....| |-----| |#-----| |
|-----| |#.....#.....#.....#| |
|L\..P.....P.....| |#.....#.....#.....| |
|-----| |#####+#####+#####| |
| P.....P.....| |#.....#.....| |PH.....| |
|-----| |-----+-----| |
|-----| |#.....H.....P.....| |
|-----| |+#####+#####+.....| |
|G.....G.....| |.....G.....G.....| |
|-----|-----|-----|
Race: Goblin Gold: 5                                     Floor 1
Hp: 51
Atk: 15
Def: 20
Action: Player attacked enemy M. M is defeated!!
```

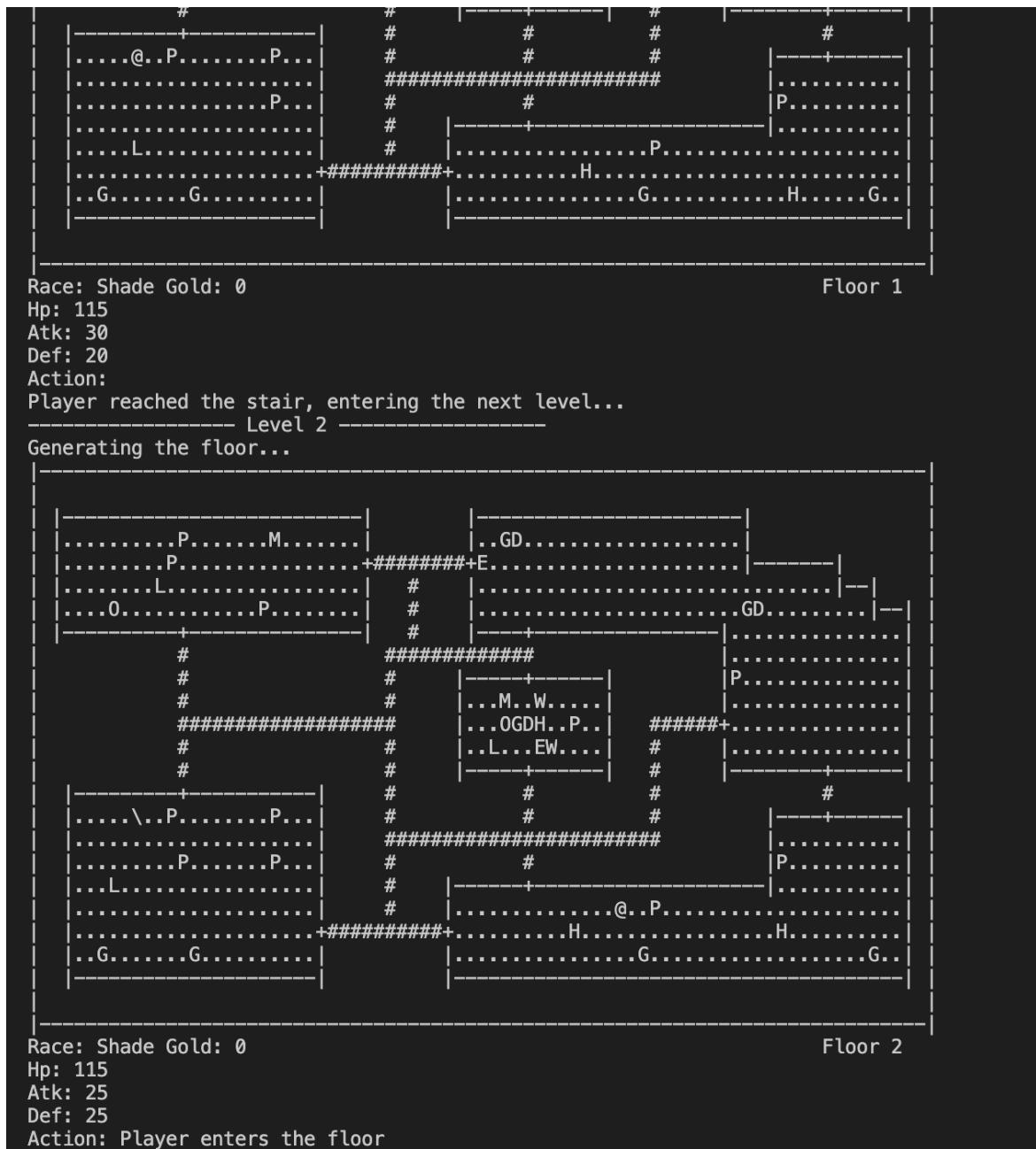
Player Demo – Special Player Goblin's characteristics

Player chose a Goblin character. As shown below, player kills a Halfling, which drops either a normal pile or a small pile randomly. Before killing a halfling successfully, player owns 5 gold. After killing a halfling, 5 golds are added because of the special ability of Goblin, and 2 golds are added because the halfling drops a normal pile. So, the total gold is 12 after the player slain a halfling.

```
|-----|  
Race: Goblin Gold: 5                                     Floor 1  
Hp: 12  
Atk: 15  
Def: 20  
Action: Player attacked enemy L. Enemy L attacked player.  
a no  
You attack enemy L:  
The damage is 13  
Enemy's health now is: -4  
Enemy is dead, you steal 5 gold  
-----|  
  
-----|  
Race: Goblin Gold: 12                                     Floor 1  
Hp: 12  
Atk: 15  
Def: 20  
Action: Player attacked enemy L. L is defeated!! You gained 2 golds.  
-----|
```

Player Demo – Player's Potion Effects

According to the graph below, before entering the next floor, the player's attack value is 30, and the player's defense value is 20, where the changes from default value are brought by impermanent potions. After player enters next floor, all the effects brought by impermanent potions disappear.



Enemy Demo – General Information

```
ea
W misses attack

+-----+
| G . . . . . G . . . . . | +-----+ | P . . . . . |
+-----+ | # | P . . . . . | P . . . . . | - - - - -
| G . . . . . | | # | . . . . . | . . . . . | - - - - -
+-----+ | # | - - - - + | . . . . . | - - - - +
| # | # | # | . . . . . | . . . . . | - - - - +
| # | # | # | . . . . . | . . . . . | - - - - +
| # | # | # | . . . . . | . . . . . | - - - - +
| # | # | # | . . . . . | . . . . . | - - - - +
| # | # | # | . . . . . | . . . . . | - - - - +
| # | # | # | . . . . . | . . . . . | - - - - +
| M . . . . . G D . . . . . | | # | # | # | # | - - - - +
| M . . . . . | | # | # | # | # | - - - - +
| \ . . . . . | | # | - - - - + | . O . . . . . |
| . . . . . M G D . . . . . | | # | . . . . . @ | . L . . . W . . . H . . . E | - - - - +
+-----+ | . . . . . | . . . . . | . . . . . | . . . . . | - - - - +
Floor 1
```

Race: Vampire Gold: 0
Hp: 38
Atk: 25
Def: 25
Action: Player moved in ea direction. Enemy W attacked player.

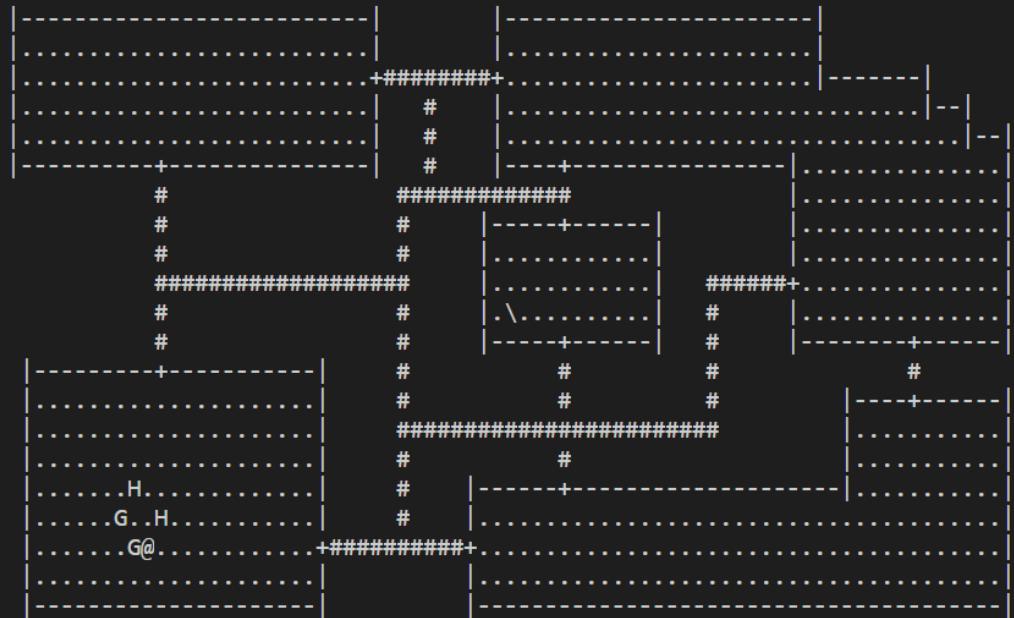
- * Enemies move randomly in their chamber except dragon who always stay beside dragon hoard
- * If a player is detected in 1 block radius around the enemy, the enemy will stop moving and attack player ("Action" indicates that enemy attacked player)
- * Enemies have a 50% chance their attack misses (the message on top of the grid in the picture)
- * When normal enemies (except M, D, H) are killed, you will gain 1 or 2 gold (a small/normal pile of gold)

```
Race: Troll Gold: 2
Hp: 61
Atk: 25
Def: 15
Action: Player attacked enemy L. L is defeated!! You gained 2 golds.
Floor 1
```

Enemy – (H) Human (140 HP, 20 Atk, 20 Def, drops 2 normal piles of gold)

* When H is defeated, drops 2 normal piles of gold

```
a we
You attack enemy H:
The damage is 21
Enemy's health now is: -7
Two normal piles of gold are dropped.
```



Race: Shade Gold: 0 Floor 1

Hp: 29
Atk: 25
Def: 25
Action: Player attacked enemy H. H is defeated!!



Race: Shade Gold: 4 Floor 1

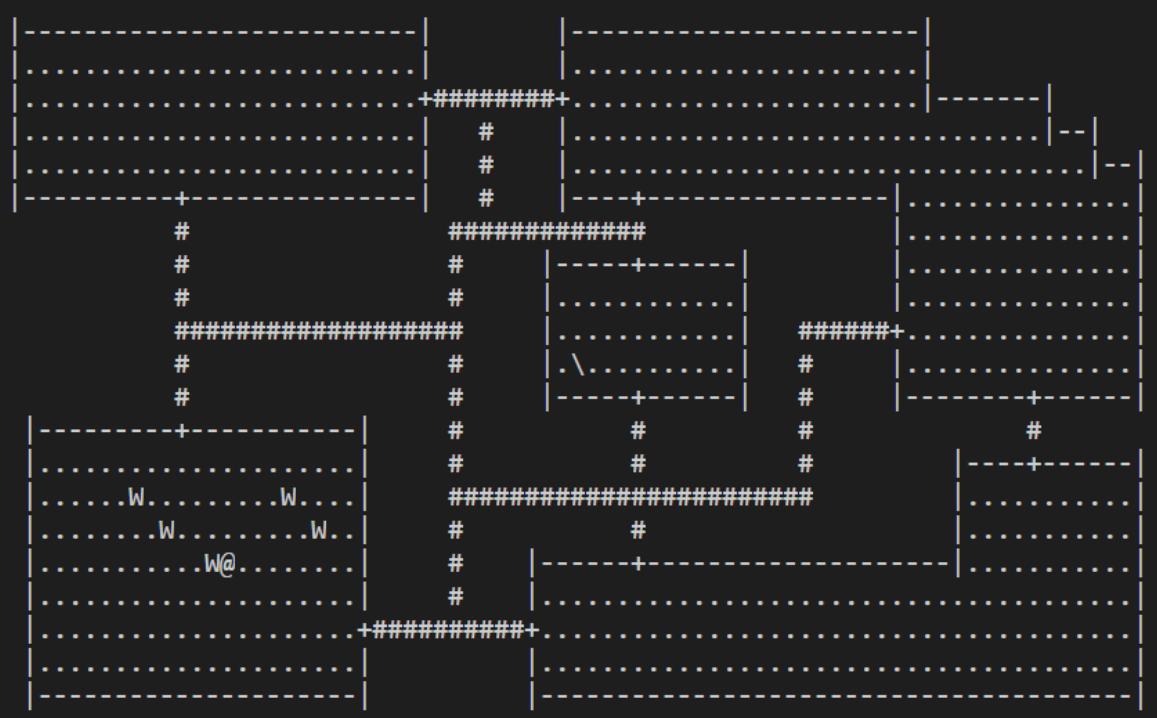
Hp: 29
Atk: 25
Def: 25
Action: Player picked up 2 gold.

Enemy - (W) Dwarf (100 HP, 20 Atk, 30 Def, Vampires are allergic to Dwarves and lose 5 HP rather than gain)

* Vampire loose 5 hp when hitting Dwarves

```
Race: Vampire Gold: 0
Hp: 50
Atk: 25
Def: 25
Action: Player moved in we direction.
```

```
You attack enemy W:
The damage is 20
Enemy's health now is: 80
You lost 5 HP
W attacks you:
The damage is: 16
```



```
Race: Vampire Gold: 0
Hp: 29
Atk: 25
Def: 25
Action: Player attacked enemy W. Enemy W attacked player.
```

Floor 1

Enemy - (E) Elf (140 HP, 30 Atk, 10 Def, gets two attacks against every race except Drow)

* Attack player twice when player is not Drow

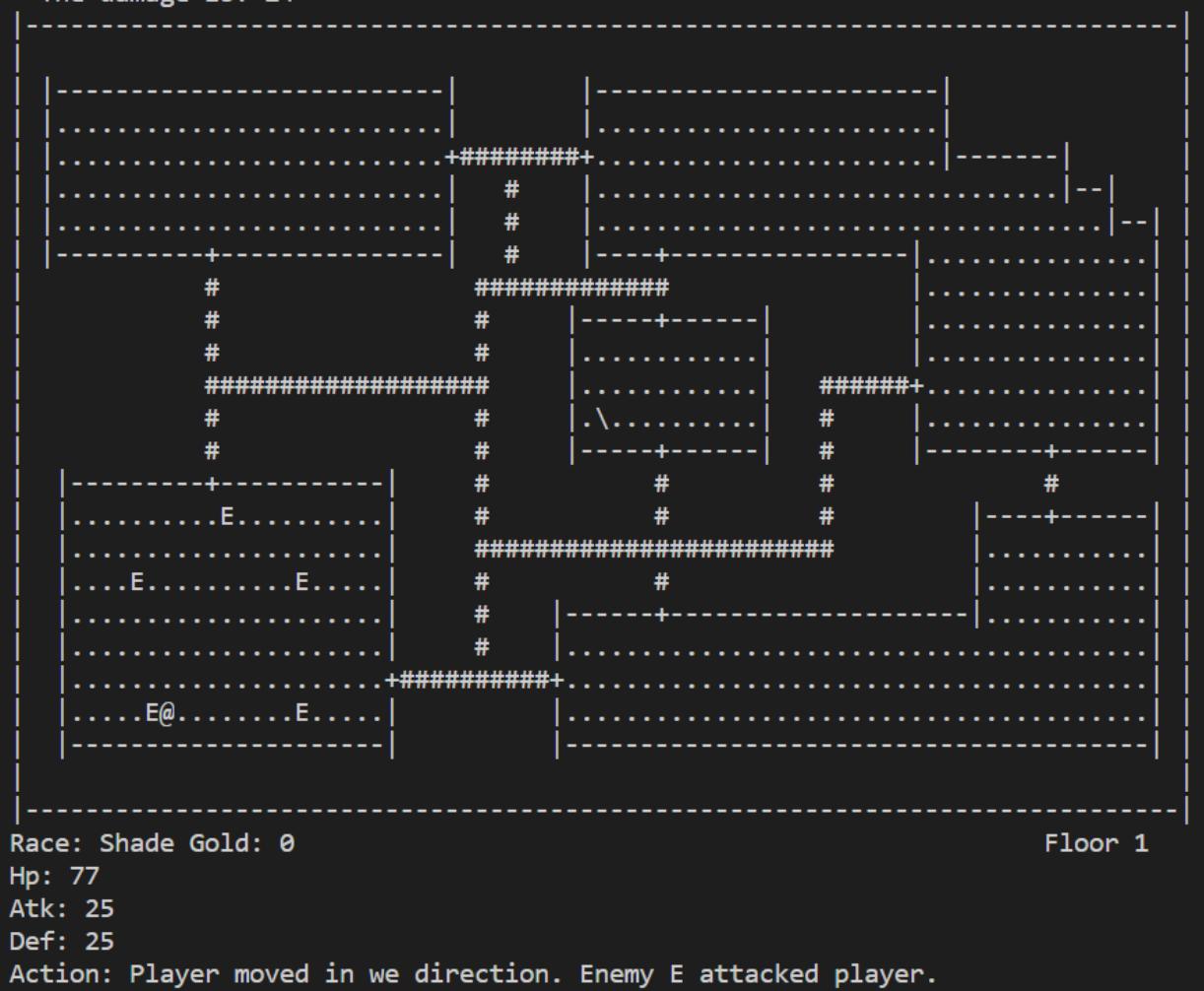
we

E attacks you:

The damage is: 24

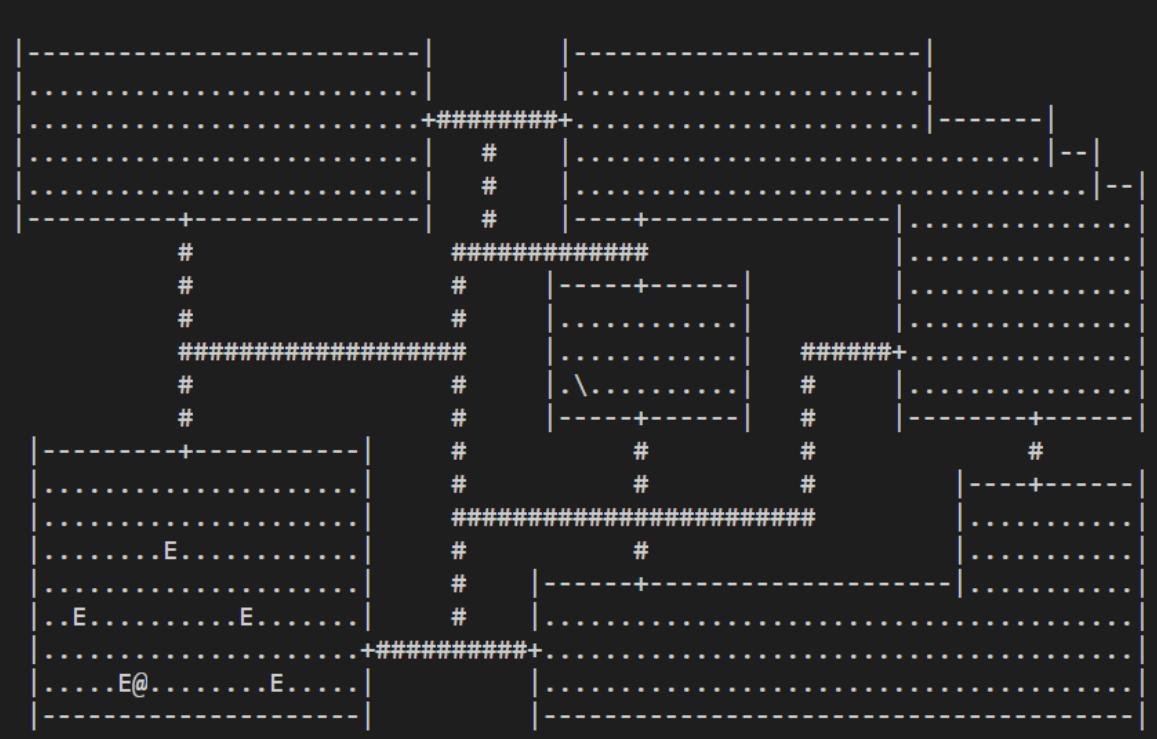
E attacks you:

The damage is: 24



* Attack player once when player is Drow

we
E misses attack



Race: Drow Gold: 0

Floor 1

Hp: 150

Atk: 25

Def: 15

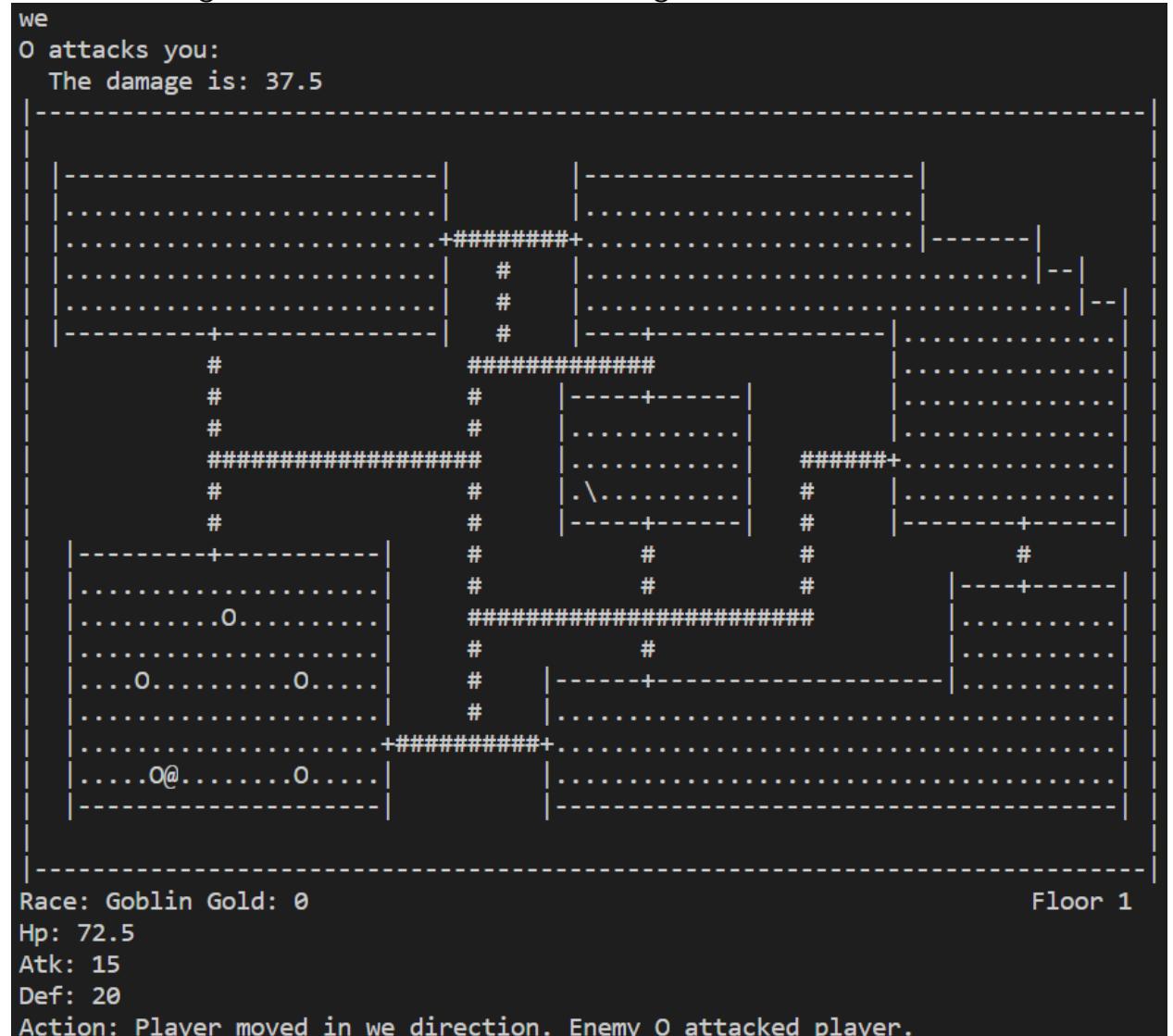
Action: Player moved in we direction. Enemy E attacked player.

Enemy - (O) Orcs (180 HP, 30 Atk, 25 Def, does 50% more damage to Goblins)

*When not attacking Goblin:

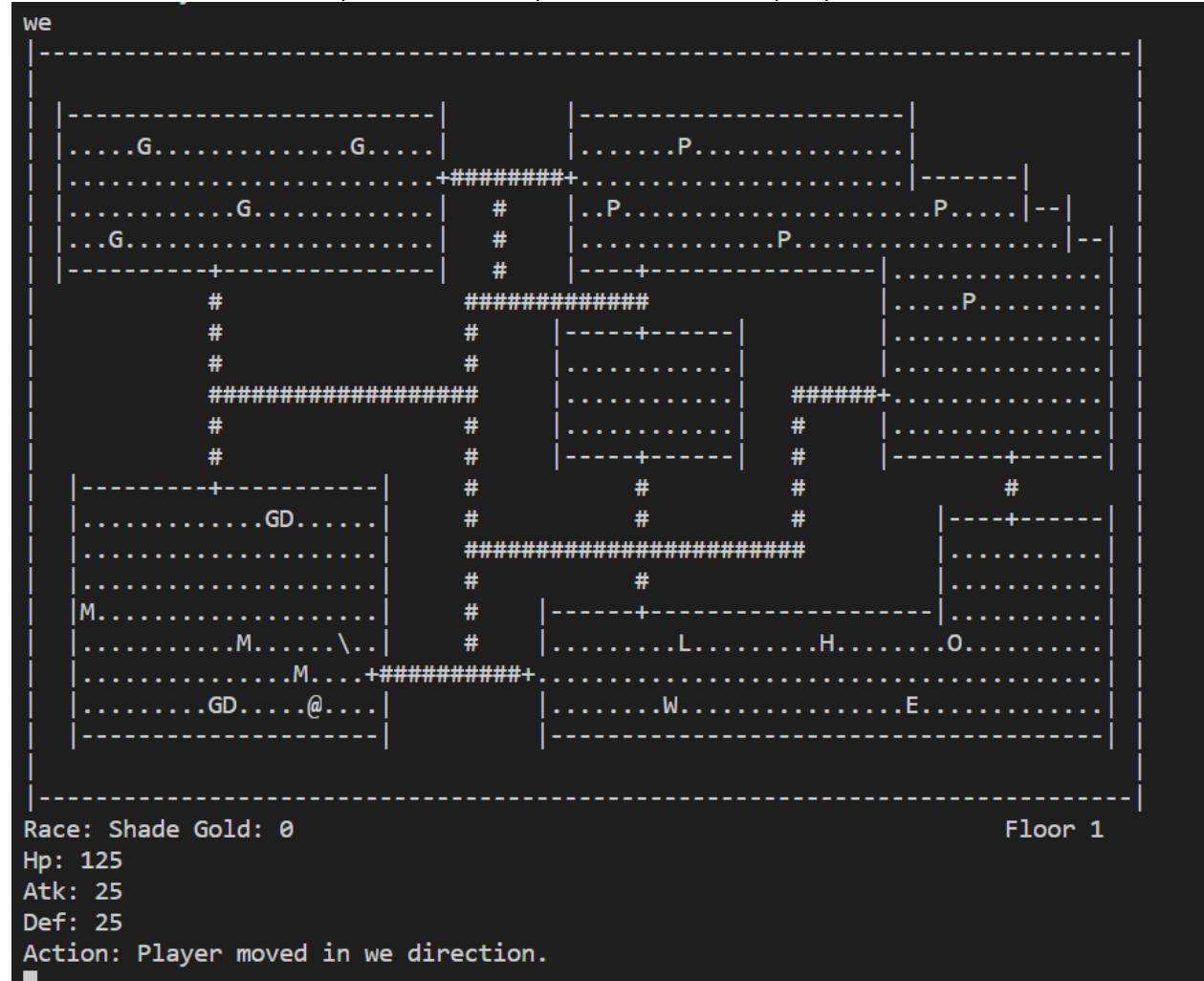
```
we  
O attacks you:  
The damage is: 24
```

* When facing Goblin, does 50% more damage:



Enemy - (M) Merchant (30 HP, 70 Atk, 5 Def)

* Merchants are initially neutral, they will not attack player



```
a nw
You attack enemy M:
The damage is 24
Enemy's health now is: 6
M attacks you:
The damage is: 56
```

* When Merchants are defeated, Merchant hoard (G) is dropped.

```
a nw  
You attack enemy M:  
The damage is 24  
Enemy's health now is: -18  
A Merchant Hoard is dropped!
```



Race: Shade Gold: 0

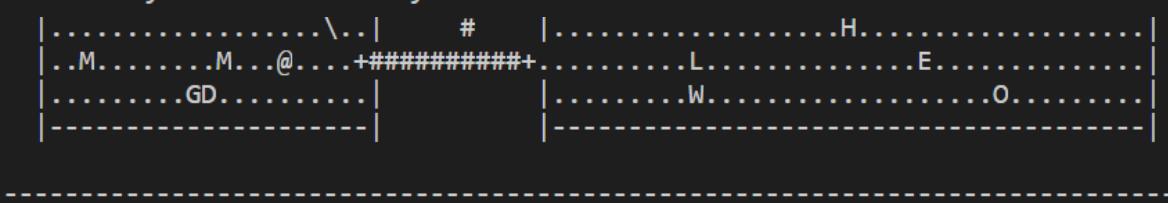
Floor 1

Hp: 69

Atk: 25

Def: 25

Action: Player attacked enemy M. M is defeated!!



Race: Shade Gold: 4

Floor 1

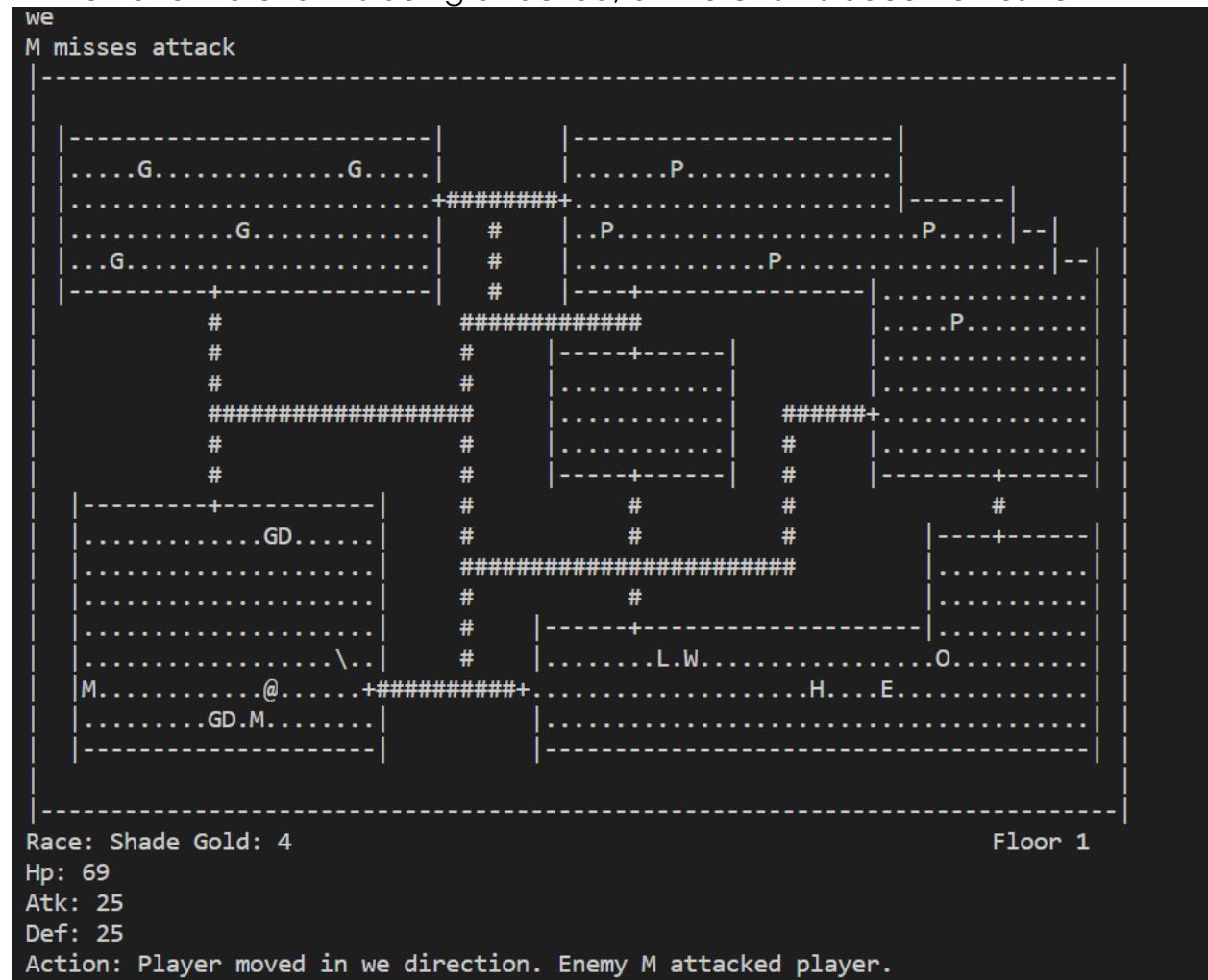
Hp: 69

Atk: 25

Def: 25

Action: Player picked up 4 gold.

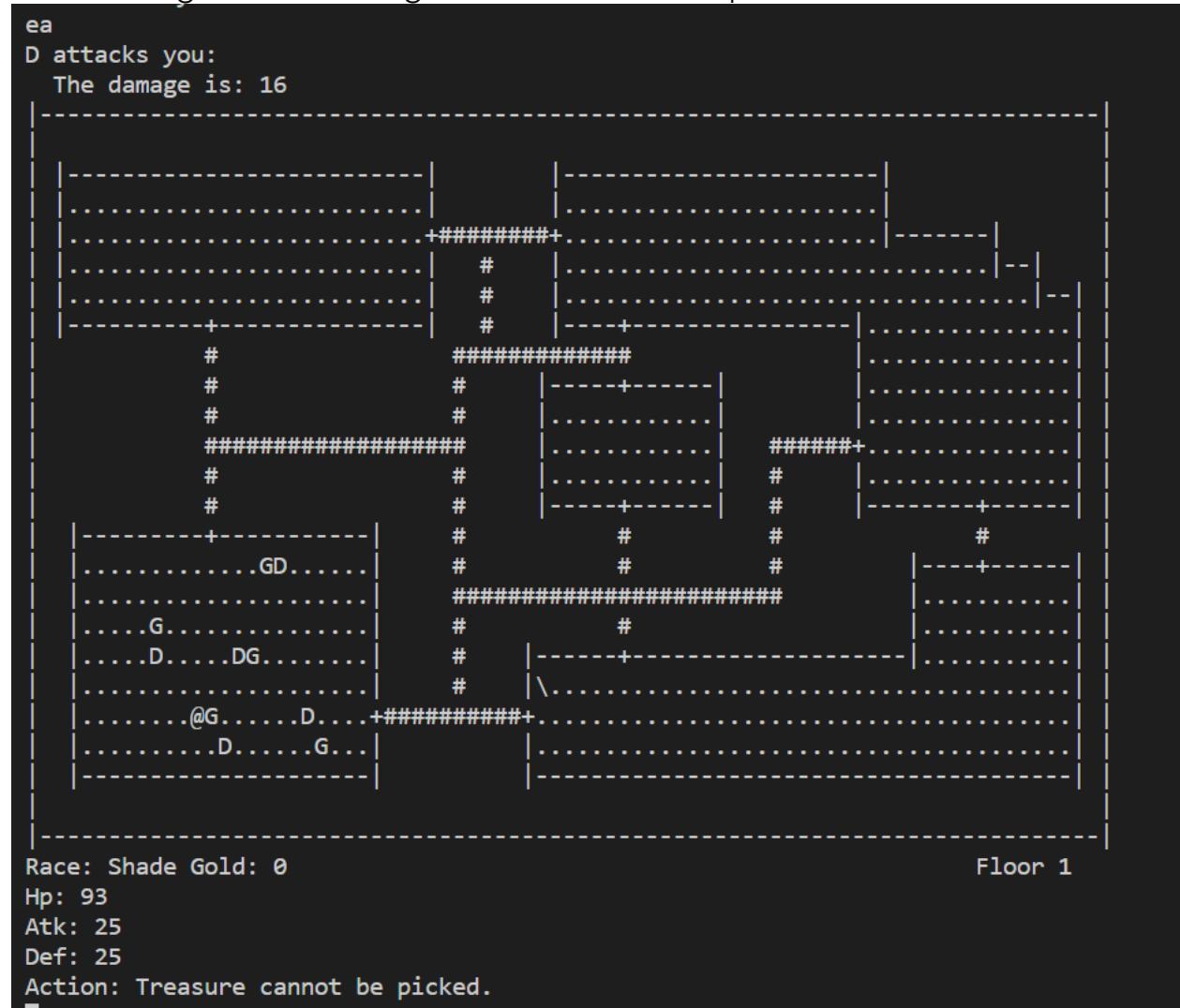
* When one merchant is being attacked, all merchants become hostile



Enemy - (D) Dragon (150 HP, 20 Atk, 20 Def, always guards a treasure hoard)

* Dragon can attack the player when player is within 1 block radius of the Dhoard.

* When dragon is alive, dragon hoard cannot be picked



* Dhoard is pickable after Dragon is killed

You attack enemy D:

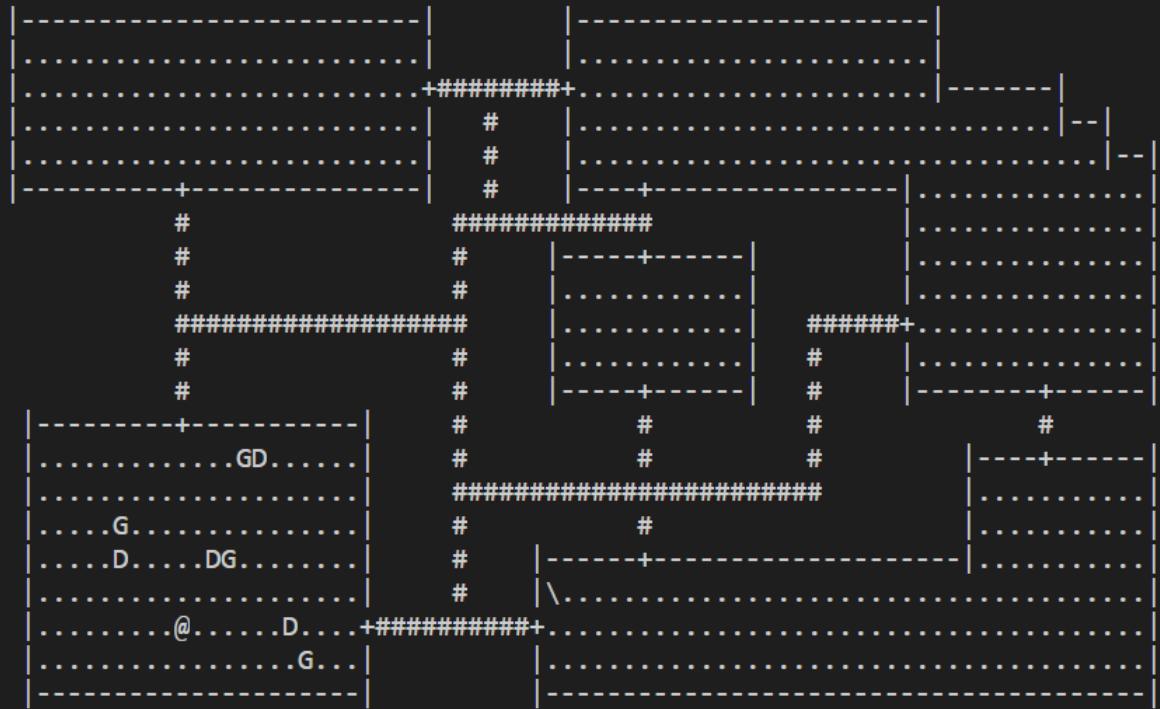
The damage is 21

Enemy's health now is: -18

Dragon Hoard can be picked now!

Action: Player attacked enemy D. D is defeated!!

no



Race: Shade Gold: 6

Floor 1

Hp: 77

Atk: 25

Def: 25

Action: Player picked up 6 gold.

Enemy - (L) Halfling (100 HP, 15 Atk, 20 Def, has a 50% chance to cause the player character to miss in combat)

* Player has 50% chance to miss in combat

You attack enemy L:

The damage is 21

Enemy's health now is: 79

You gain 5 HP in this turn

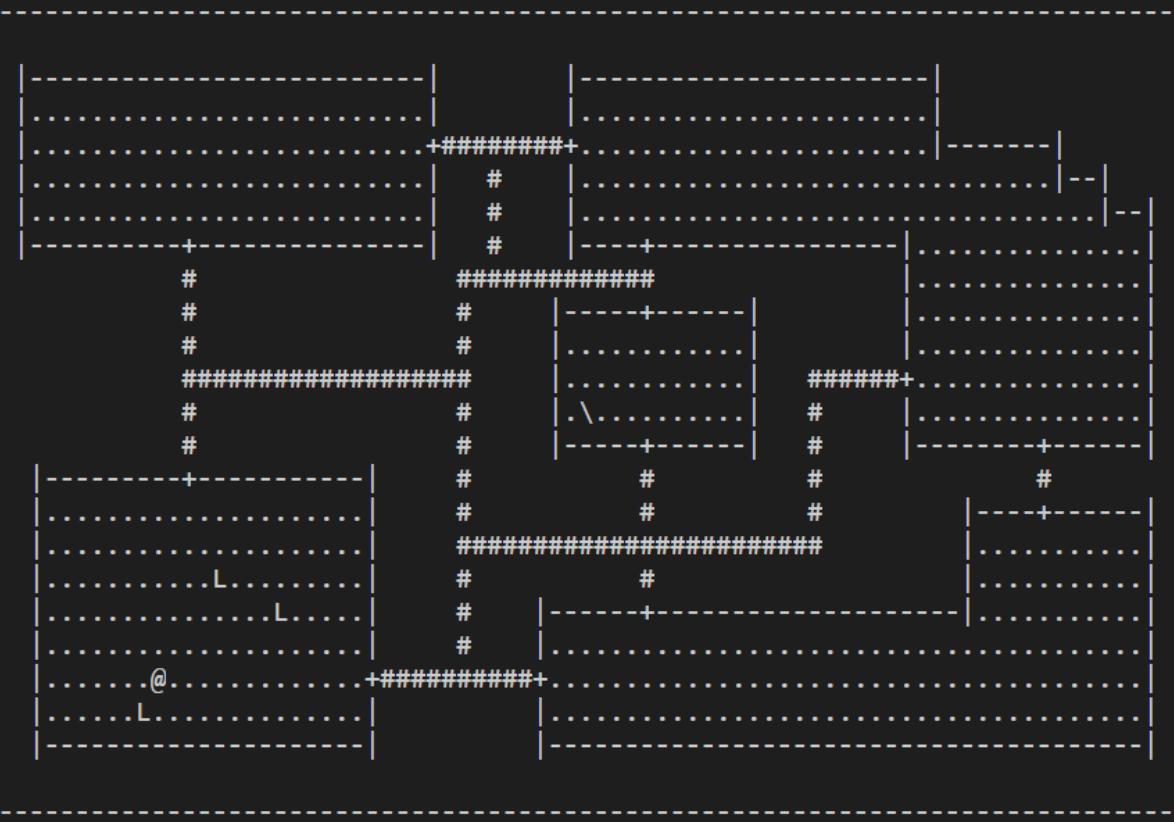
L misses attack

a sw

You misse attack to Halfling

L attacks you:

The damage is: 14



Race: Troll Gold: 0

Hp: 106

Atk: 25

Def: 15

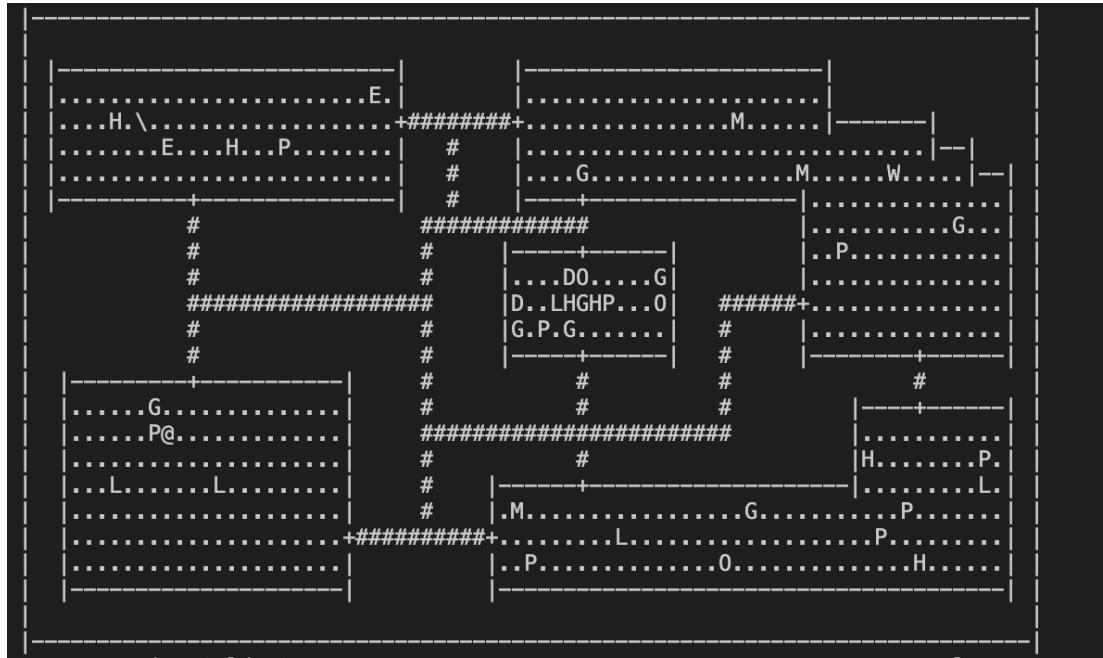
Action: Player attacked enemy L. Enemy L attacked player.

Potion and Treasure Demo

Potion Effects	<ul style="list-style-type: none">● WA: Atk - 5● WD: Def - 5● BA: Atk + 5● PH: HP - 10● BD: Def + 5● RH: HP + 10
Potion's special characteristics	<ul style="list-style-type: none">● Can only be used within one block of the Player● PH and RH remains, other effects disappear when entering next floor● Using RH cannot exceed the Player's maximum HP● Using PH cannot be below 0
Special Player	<ul style="list-style-type: none">● Drow's ability is Potion effect x 1.5● Vampire's HP does not have limit when using RH
Gold	<ul style="list-style-type: none">● Can be picked up when the Player walks over● Can be automatically picked up when killed regular Enemies: Elf/Orcs/Halfling/Dwarf● Can be either small piles or normal piles of gold after killing the Enemy above
Special Player	<ul style="list-style-type: none">● 2 normal piles ($2 \times 2 = 4$ Gold) is dropped when Human is killed● Goblin steals 5 gold when each Enemy is killed
Dragon Hoard	<ul style="list-style-type: none">● Dragon Hoard values 6 Gold● Only can be picked up when Dragon is killed
Merchant Hoard	<ul style="list-style-type: none">● Merchant Hoard values 4 Gold● Only can be picked up when Merchant is killed

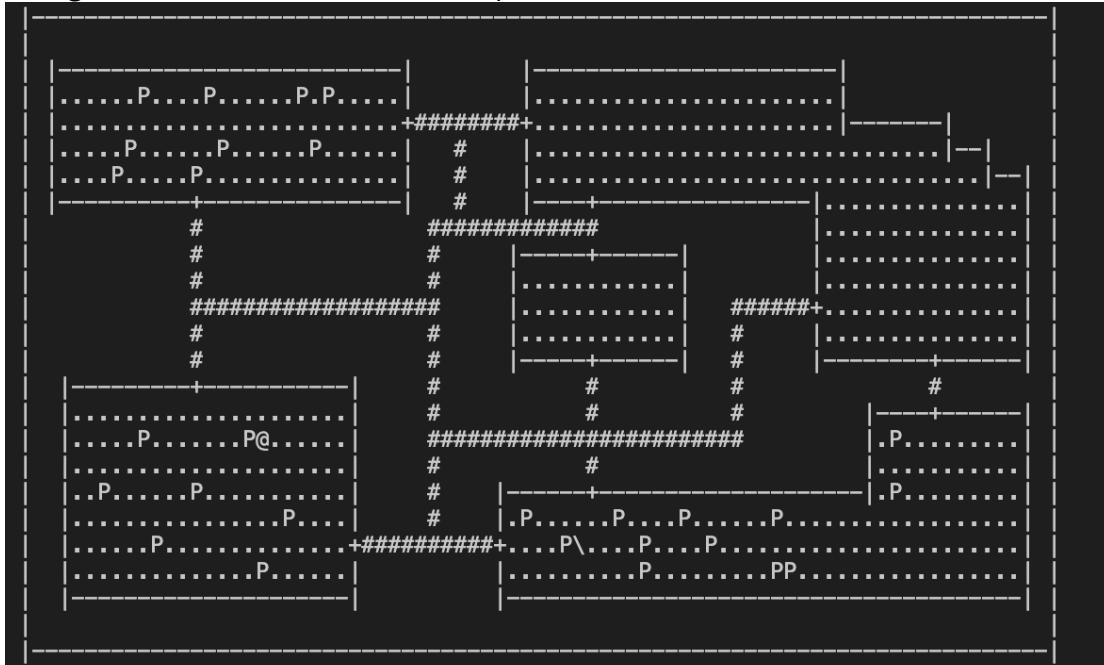
Potion – WA: Attack - 5

Potion is on the left of the Player. Using '**u we**' to use the Potion. The player's Atk decreased from 20 to 15.



Potion – WD: Defense - 5

Using command '**u we**'. The Player's Def decreased from 25 to 20.



Race: Vampire Gold: 0

Floor 1

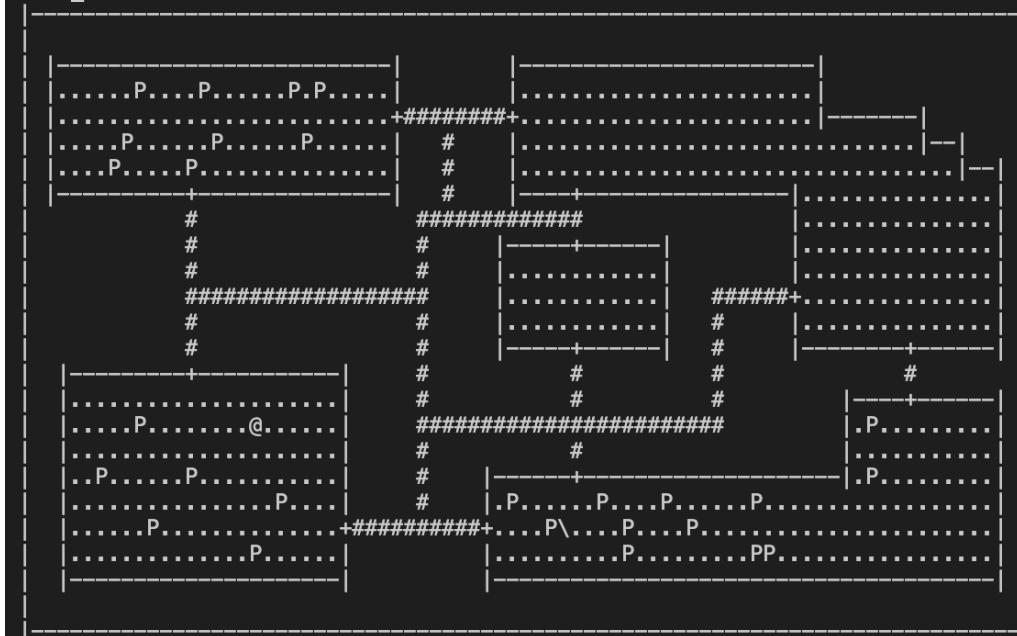
Hp: 50

Atk: 25

Def: 25

Action: Player moved in we direction.

u we



Race: Vampire Gold: 0

Floor 1

Hp: 50

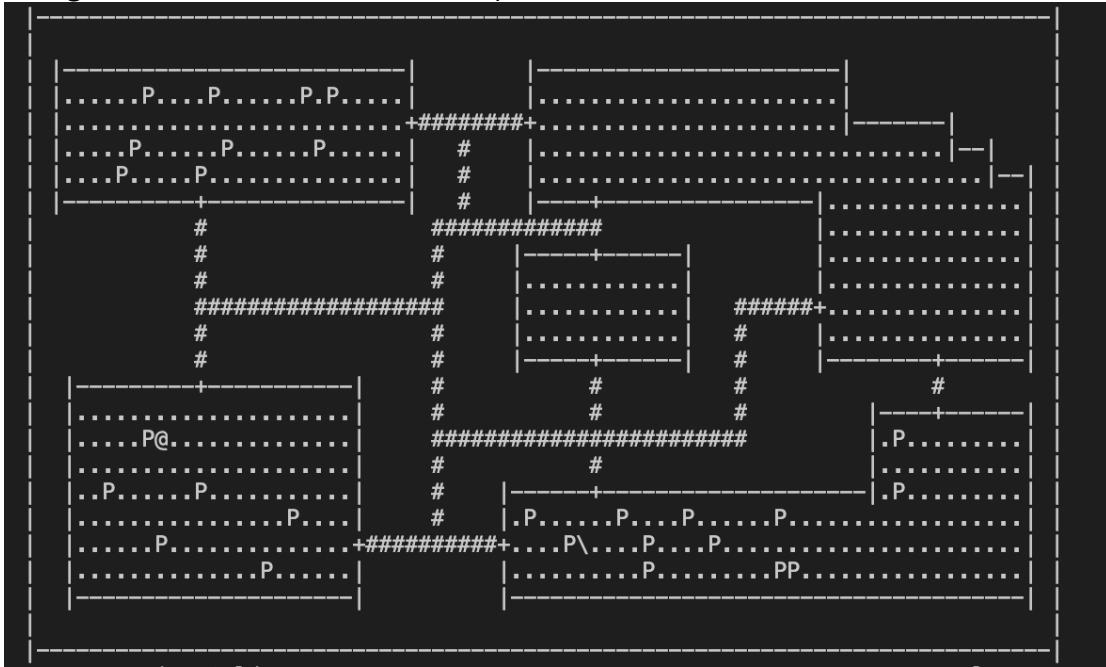
Atk: 25

Def: 20

Action: Player used potion WD.

Potion – BA: Attack + 5

Using command '**u we**'. The Player's Atk increased from 25 to 30.



Race: Vampire Gold: 0

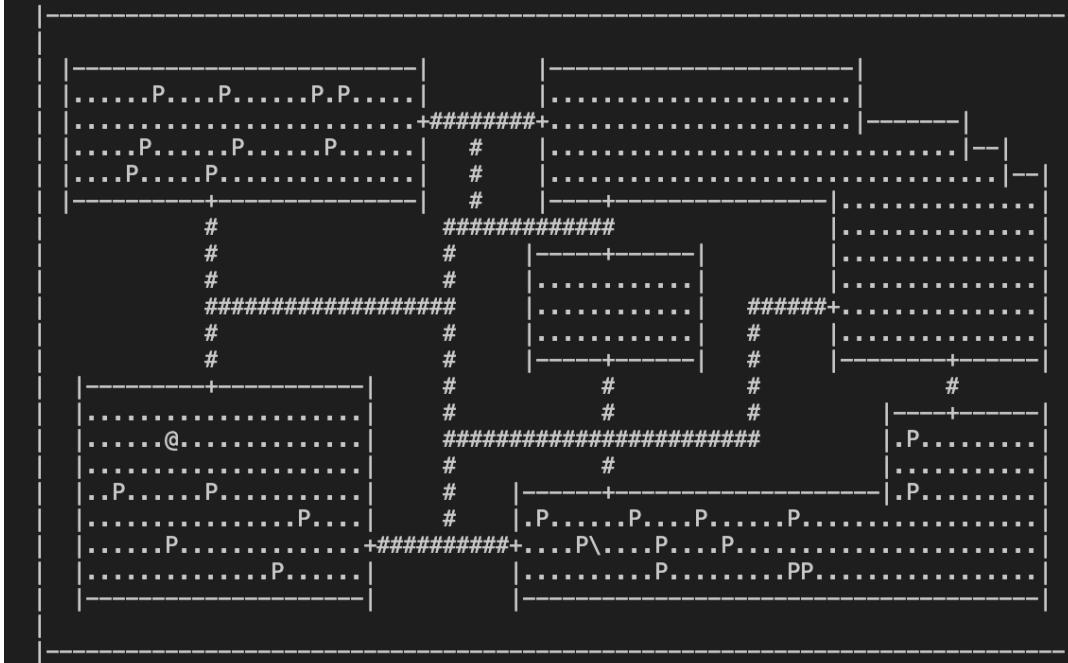
Floor 1

Hp: 50

Atk: 25

Def: 20

Action: Player moved in we direction.



Race: Vampire Gold: 0

Floor 1

Hp: 50

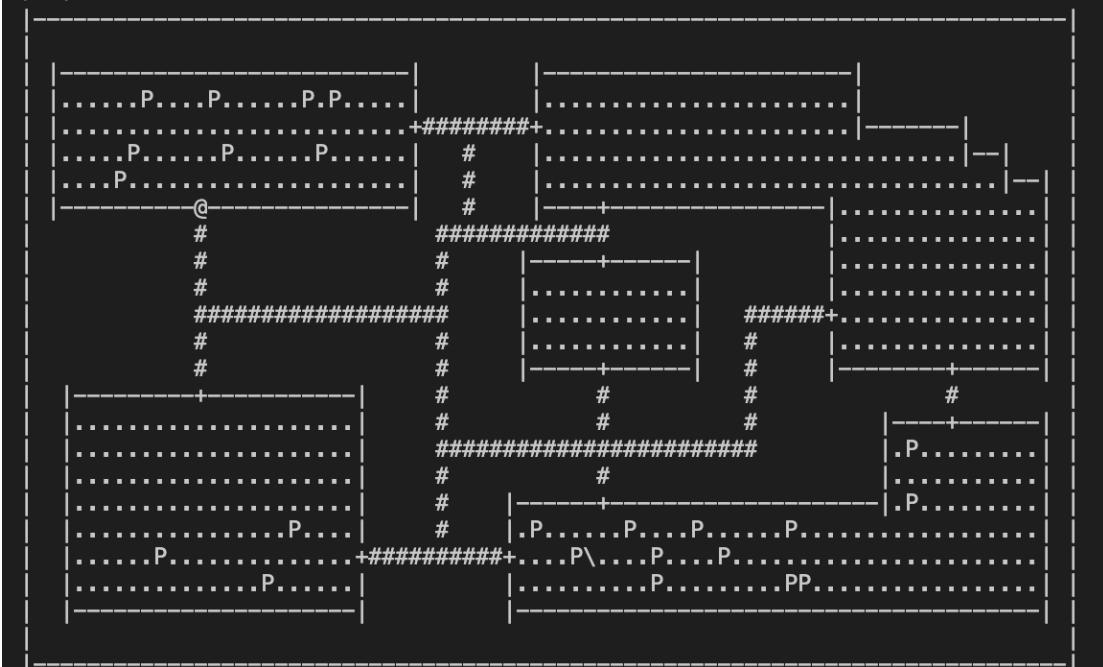
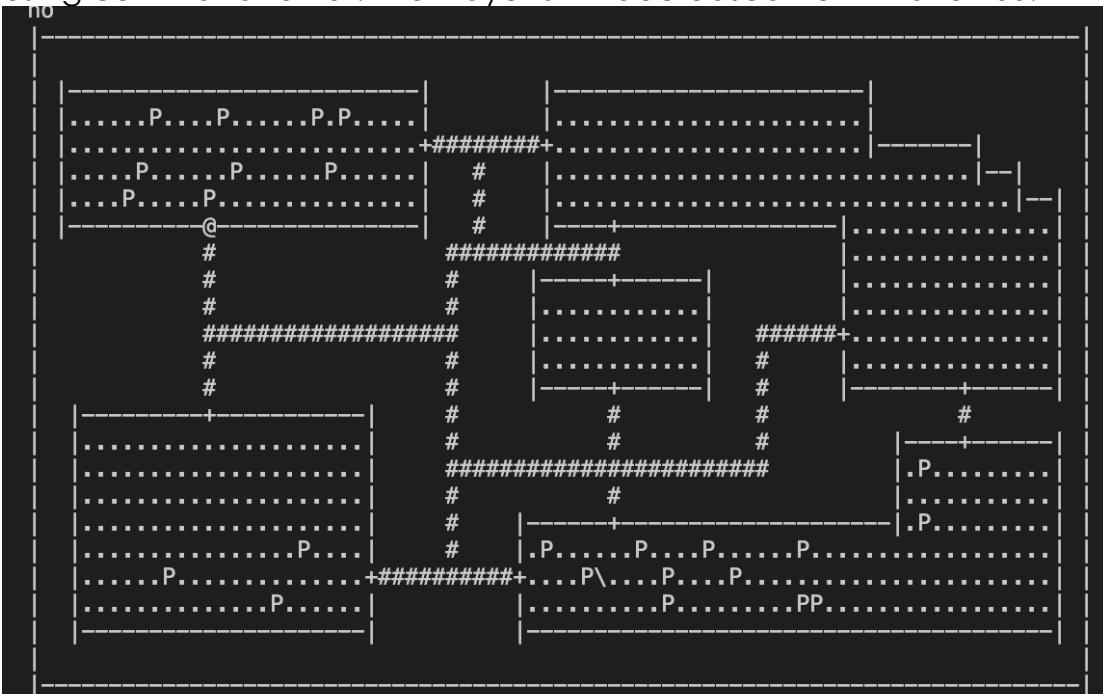
Atk: 30

Def: 20

Action: Player used potion BA.

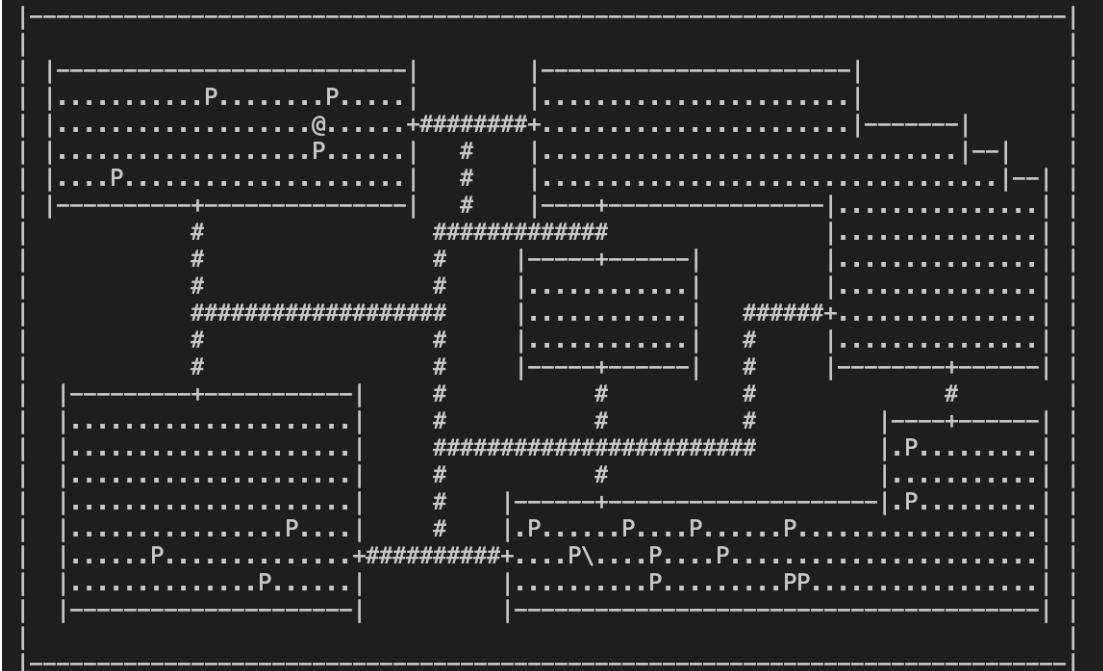
Potion – PH: HP -10

Using command '**u no**'. The Player's HP decreased from 110 to 100.



Potion – BD: Defense + 5

Using command '**u so**'. The Player's Def increased from 10 to 15.

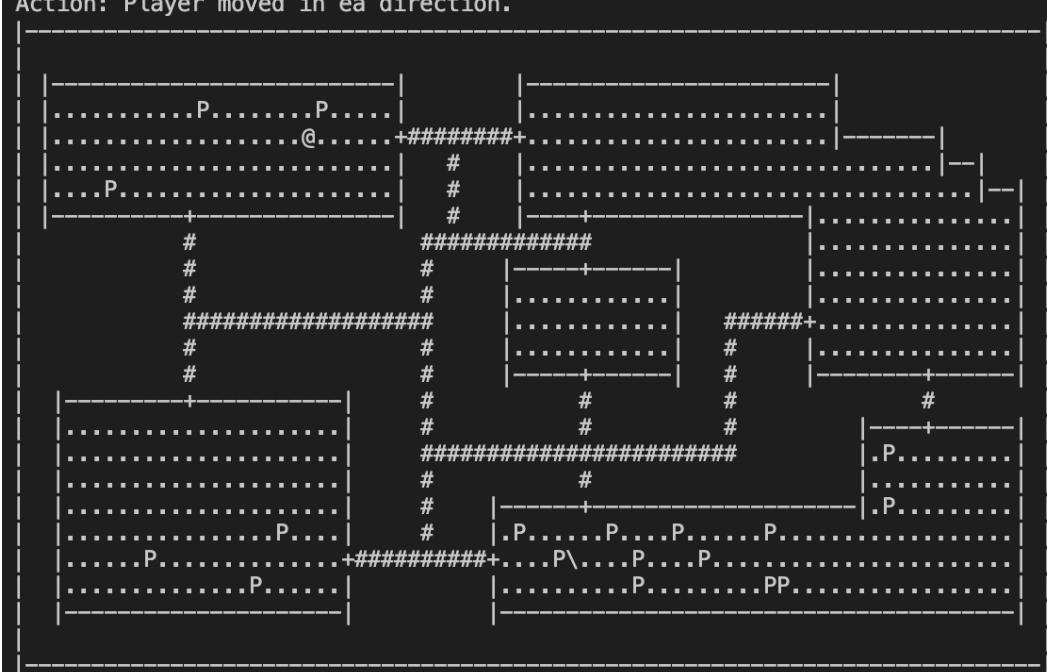


Hp: 90

Atk: 30

Def: 10

Action: Player moved in ea direction.



Hp: 90

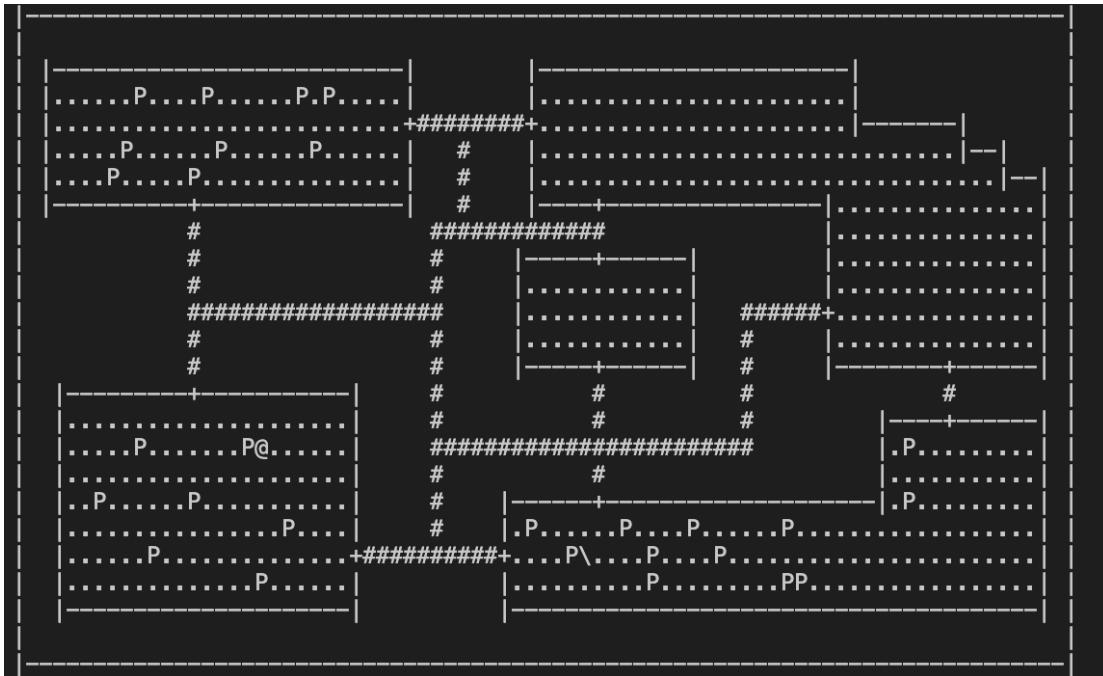
Atk: 30

Def: 15

Action: Player used potion BD.

Potion – RH: HP + 10

Using command '**u we**'. The Player's HP increased from 50 to 60.
Its effect can exceed Vampire's maximum HP as Vampire's HP does not have a limit.



Race: Vampire Gold: 0

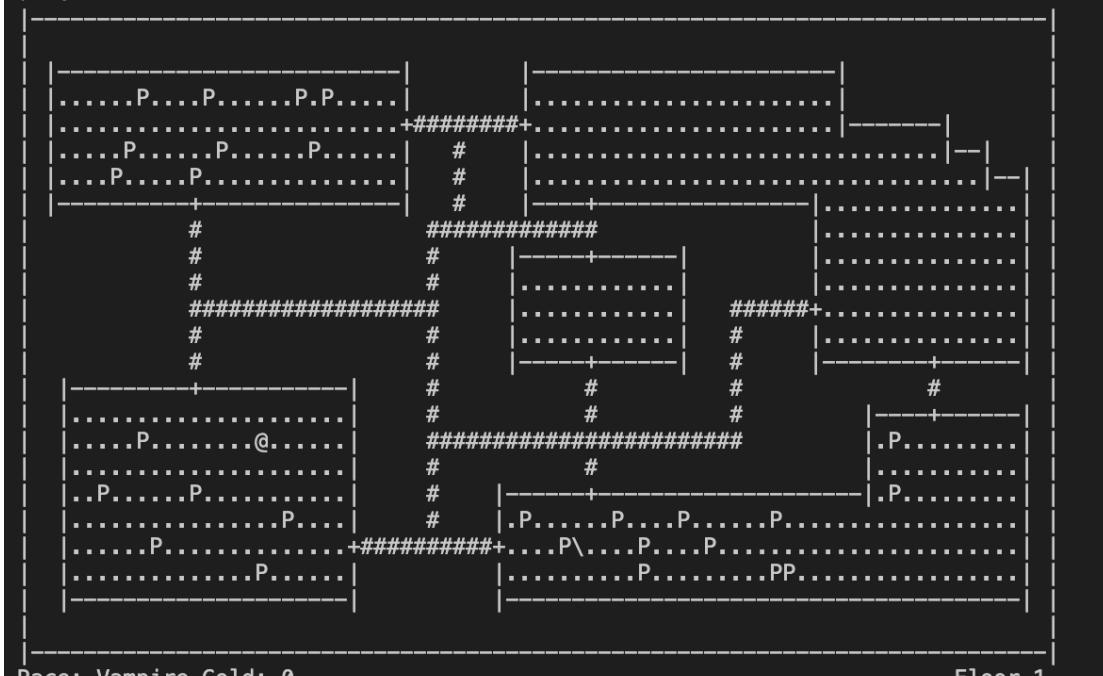
Floor 1

Hp: 50

Atk: 25

Def: 25

Action: Player moved in we direction.



Race: Vampire Gold: 0

Floor 1

Hp: 60

Atk: 25

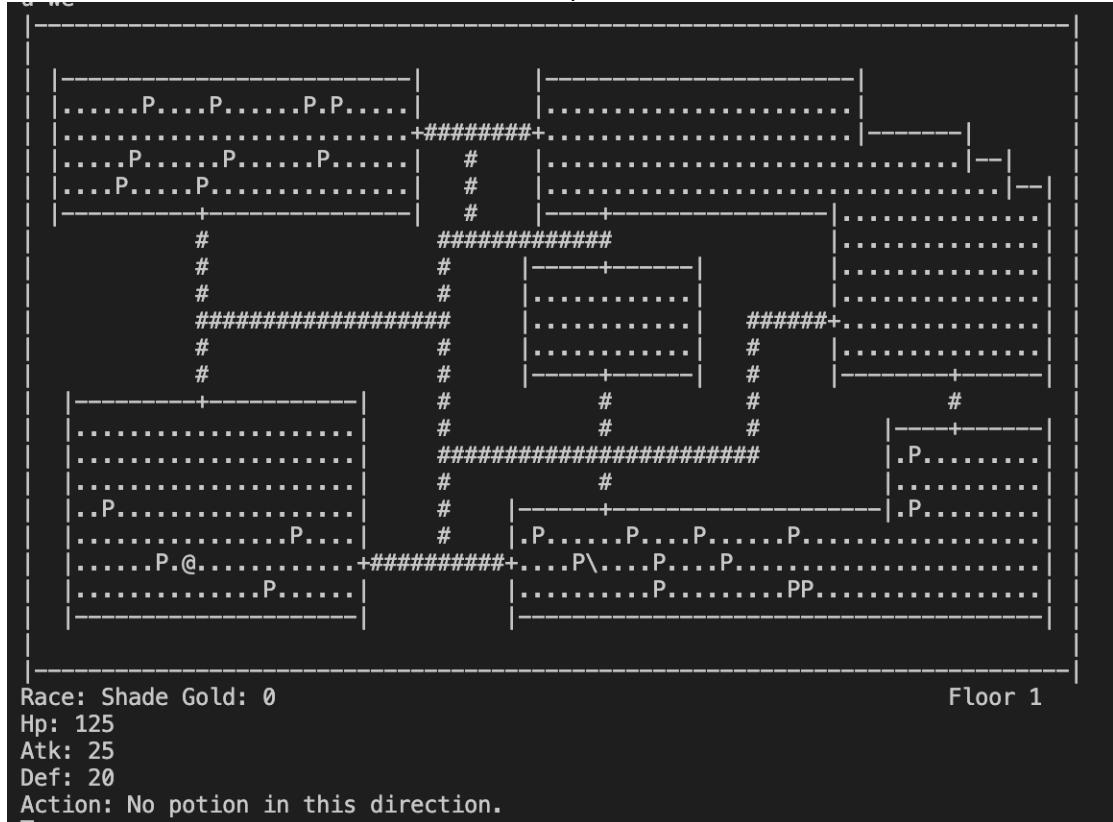
Def: 25

Action: Player used potion RH.

Potion – Potion can only be used within one block using command ‘u<dir>’

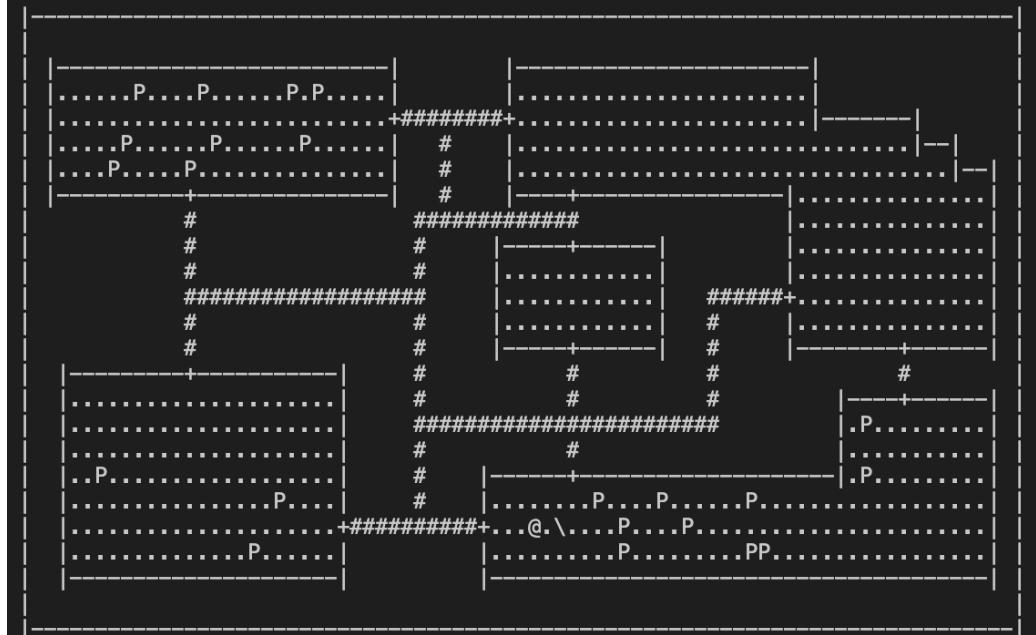
Using command ‘**u we**’. If the Potion is not within one block of the Player, then the Player cannot use it.

Command ‘u<dir>’ is used when Player needs to use the Potion on <dir>.



Potion – Potion special characteristics

Shade's initial HP is 125, after using 3 PH and 1 WD, its HP is 95, Def is 20 on current floor.
PH and RH effects remain, other effects disappear when the Player enters the next floor.



Race: Shade Gold: 0

Floor 1

Hp: 95

Atk: 25

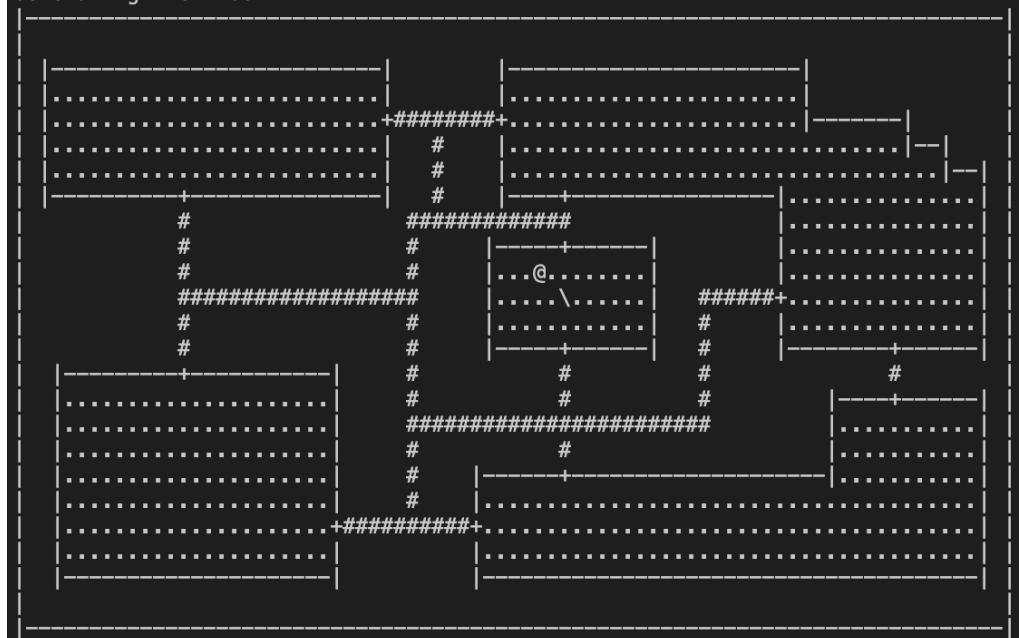
Def: 20

Action: Player used potion PH.

Player reached the stair, entering the next level...

----- Level 2 -----

Generating the floor...



Race: Shade Gold: 0

Floor 2

Hp: 95

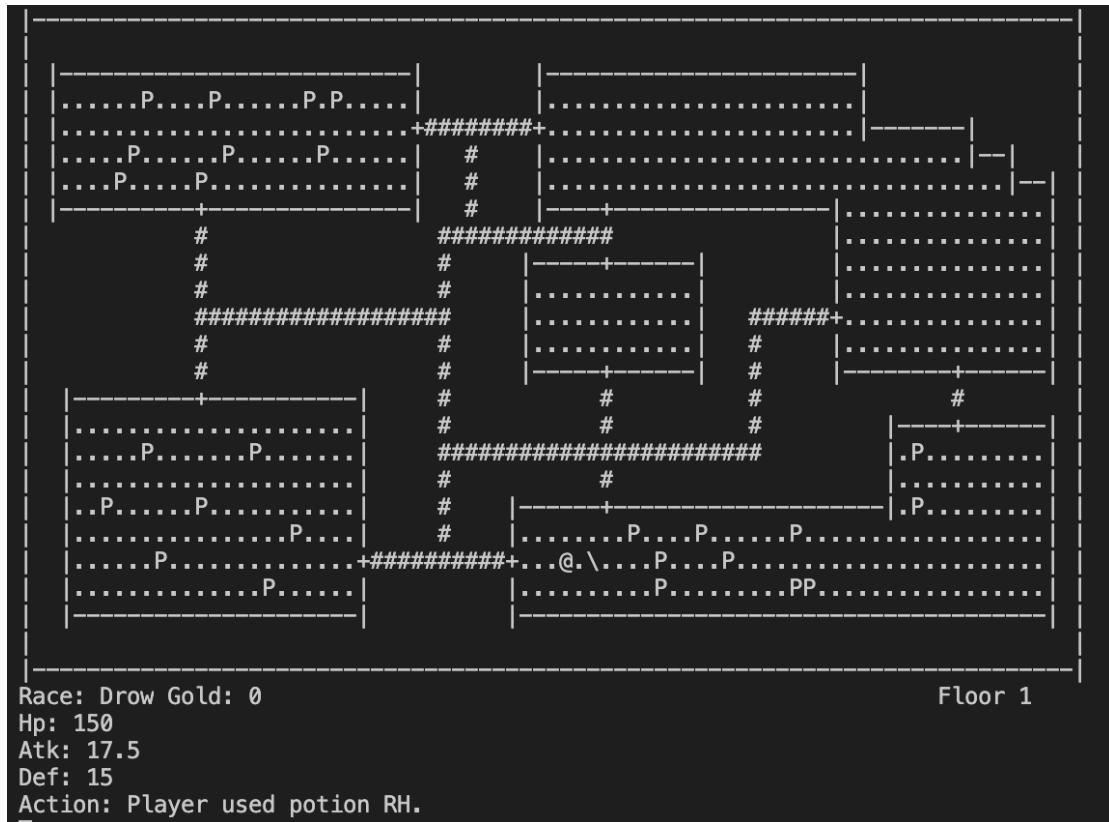
Atk: 25

Def: 25

Action: Player enters the floor

Potion – Potion special characteristics

Continue using ‘ea’ to exit to the next floor. Drow’s initial HP is 150. After using RH, its HP is still 150 as using RH has a limit that cannot exceed the Player’s maximum HP.



Potion – Potion special characteristics

After using 5 PH, Vampire's HP decreased to 0 and it is dead at this point since PH has a limit on deducting the Player's HP that is not below 0.

The screenshot shows a game interface with a floor map and character information.

Floor 1:

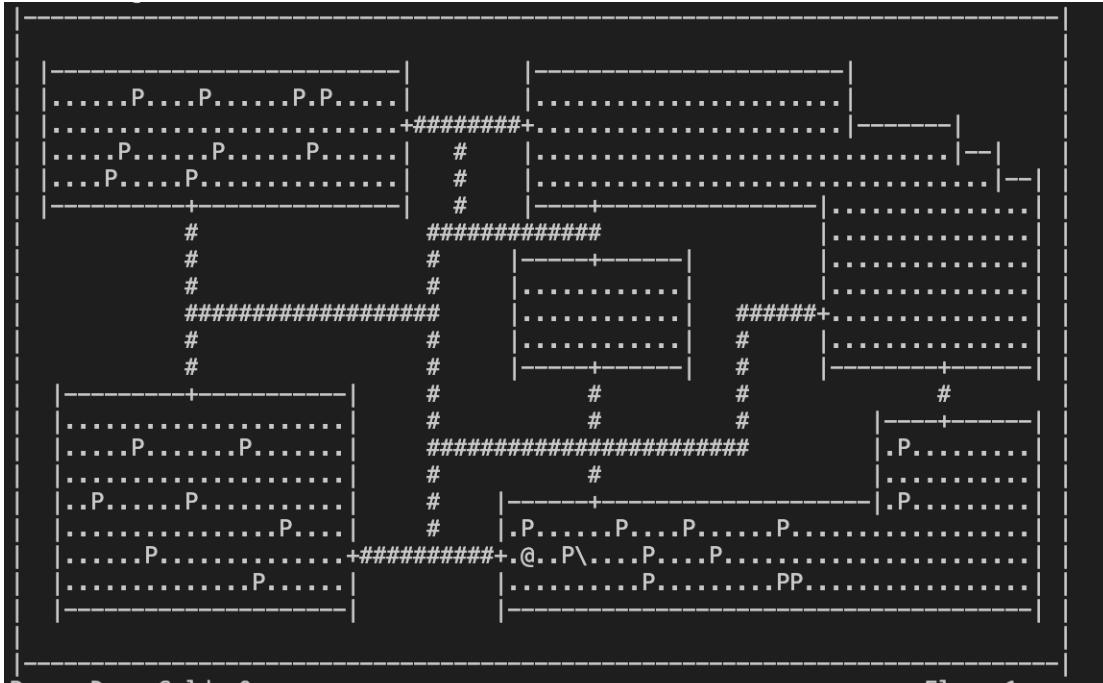
- Race: Vampire Gold: 0
- Hp: 50
- Atk: 25
- Def: 25
- Action: Player enters the floor

Floor 1:

- Race: Vampire Gold: 0
- Hp: 0
- Atk: 25
- Def: 25
- Action: Player used potion PH. Your character is dead. GG

Potion – Special Player – Drow

WA: Atk – 5. Using command '**u no**'. As Drow has special ability of gaining Potion effects x 1.5, therefore its Atk is $25 - 5 * 1.5 = 17.5$.



Race: Drow Gold: 0

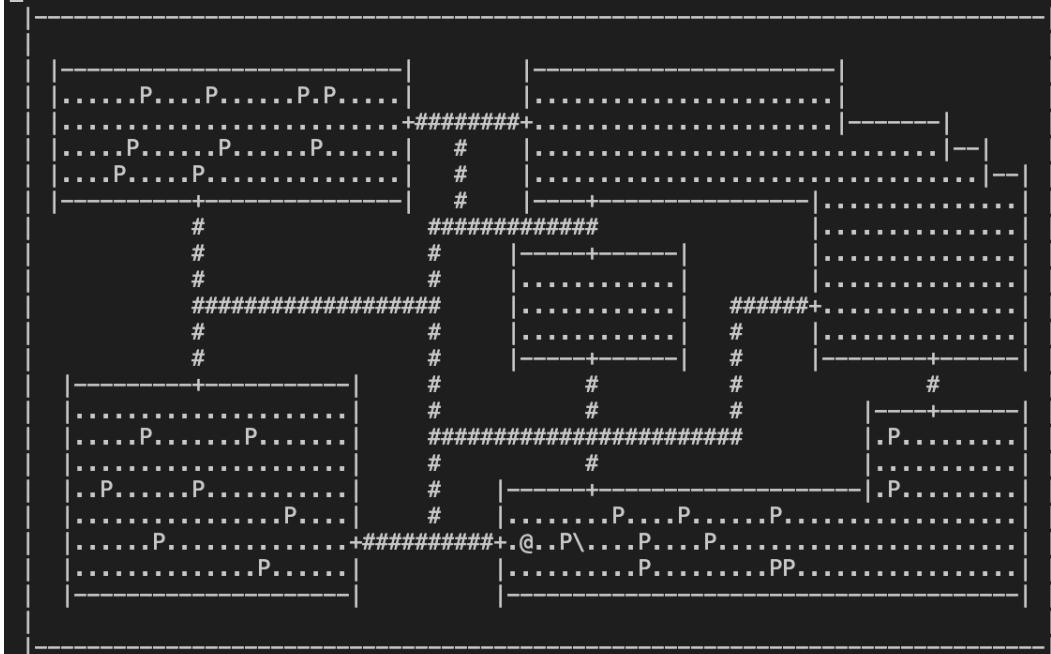
Floor 1

Hp: 150

Atk: 25

Def: 15

Action: Player enters the floor



Race: Drow Gold: 0

Floor 1

Hp: 150

Atk: 17.5

Def: 15

Action: Player used potion WA.

Potion – Special Player - Vampire

Vampire's initial HP is 50. After using RH, its HP increased to 60. Vampire's HP does not have a limit when using RH.

```
Your character is: v
----- Level 1 -----
Generating the floor...
|-----+-----|-----+-----|
|.....P.....P.P.....|.....+#####+.....|-----+
|.....P.....P.....P.| # |.....+-----+|-----+
|.....P.....P.....| # |.....+-----+|-----+
|-----+-----|-----+-----+-----+-----+
| # |-----+-----+-----+-----+-----+-----+
| # |-----+-----+-----+-----+-----+-----+
| # |-----+-----+-----+-----+-----+-----+
| #####+-----+-----+-----+-----+-----+-----+
| # |-----+-----+-----+-----+-----+-----+
| # |-----+-----+-----+-----+-----+-----+
|-----+-----|-----+-----|-----+-----+-----+
|.....P.....P.....| # |-----+-----+-----+-----+-----+
|.....P.....P.....| # |-----+-----+-----+-----+-----+
|.....P.....P.....| # |-----+-----+-----+-----+-----+
|.....P.....@.P.....| # |-----+-----+-----+-----+-----+
|.....P.....P.....| # |-----+-----+-----+-----+-----+
|.....P.....+#####+-----+-----+-----+-----+
|.....P.....P.....P\.....P.....P.....|-----+-----+
|.....P.....P.....|-----+-----+-----+-----+-----+-----+
Race: Vampire Gold: 0
Hp: 50
Atk: 25
Def: 25
Action: Player enters the floor
|-----+-----|-----+-----|
|.....P.....P.P.....|.....+#####+.....|-----+
|.....P.....P.....P.| # |.....+-----+|-----+
|.....P.....P.....| # |.....+-----+|-----+
|-----+-----|-----+-----+-----+-----+
| # |-----+-----+-----+-----+-----+-----+
| # |-----+-----+-----+-----+-----+-----+
| # |-----+-----+-----+-----+-----+-----+
| #####+-----+-----+-----+-----+-----+-----+
| # |-----+-----+-----+-----+-----+-----+
| # |-----+-----+-----+-----+-----+-----+
|-----+-----|-----+-----|-----+-----+-----+
|.....P.....P.....| # |-----+-----+-----+-----+-----+
|.....P.....P.....| # |-----+-----+-----+-----+-----+
|.....P.....P.....| # |-----+-----+-----+-----+-----+
|.....P.....@.....| # |-----+-----+-----+-----+-----+
|.....P.....P.....| # |-----+-----+-----+-----+-----+
|.....P.....+#####+-----+-----+-----+-----+
|.....P.....P.....P\.....P.....P.....|-----+-----+
|.....P.....P.....|-----+-----+-----+-----+-----+-----+
Floor 1
Race: Vampire Gold: 0
Hp: 60
Atk: 25
Def: 25
Action: Player used potion RH.
```

Gold – Randomly spawned 10 piles of Gold

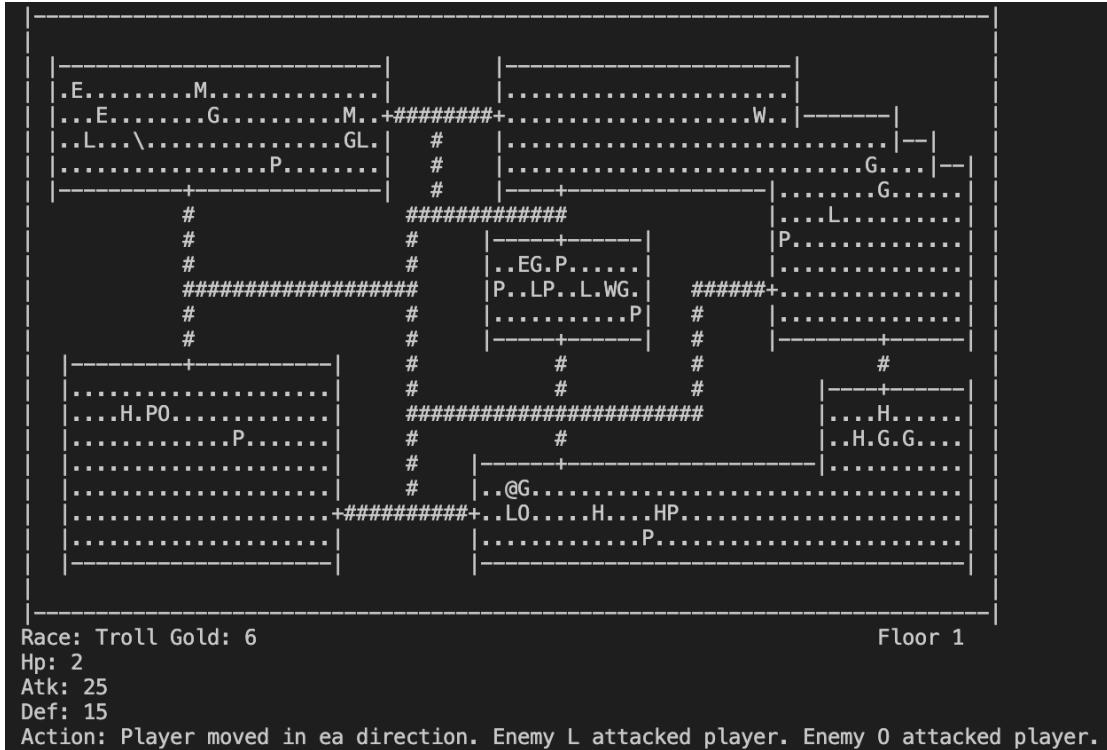
There are 10 Gs are randomly spawned on the Floor.

```
----- Level 1 -----
Generating the floor...
+-----+
|.....H..P.....P.....| |.....L.....+######+.....L.....| | | |
|.....G.....P.....| # |.....G.....| |
|...L..\.....H.G..| # |-----+-----| |
| # | ######+#+###### | |
| # | # |-----+-----| |
| # | # |.G.HD....O.L| |
| ######+#+######+#+###### | D....G.P..H. | ######+-----| |
| # | # |G.P.L.P.....| # |-----+-----| |
| # | # |-----+-----| # |-----+-----| |
|-----+-----| # # # # |-----+-----| |
|.....W.....| # # |-----+-----| |
|.....H.....H| # |-----+-----| |
|.....G.....| # |.....W@.....E.....LG.....| |
|.....P.....P.....+######+.....M.....G.....| |
|.....P.....| |.....P.....| |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
```

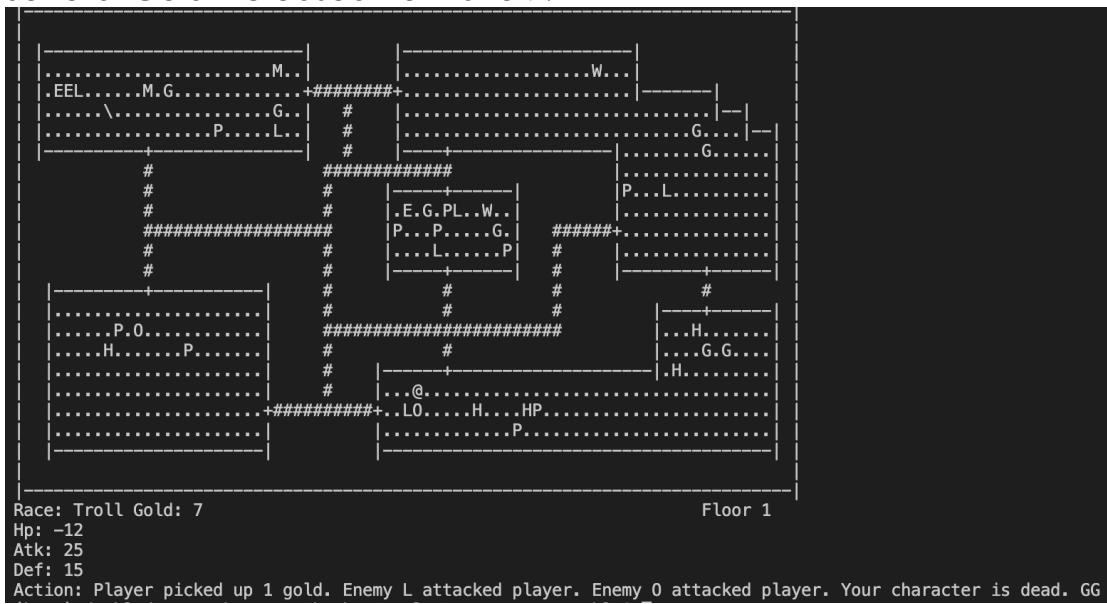
Race: Goblin Gold: 0 Floor 1
Hp: 110
Atk: 15
Def: 20
Action: Player enters the floor

Gold – Gold spawned randomly can be picked up when walking over

The Gold is on the right of the Troll. Using 'ea' to walk to right to pick it up.

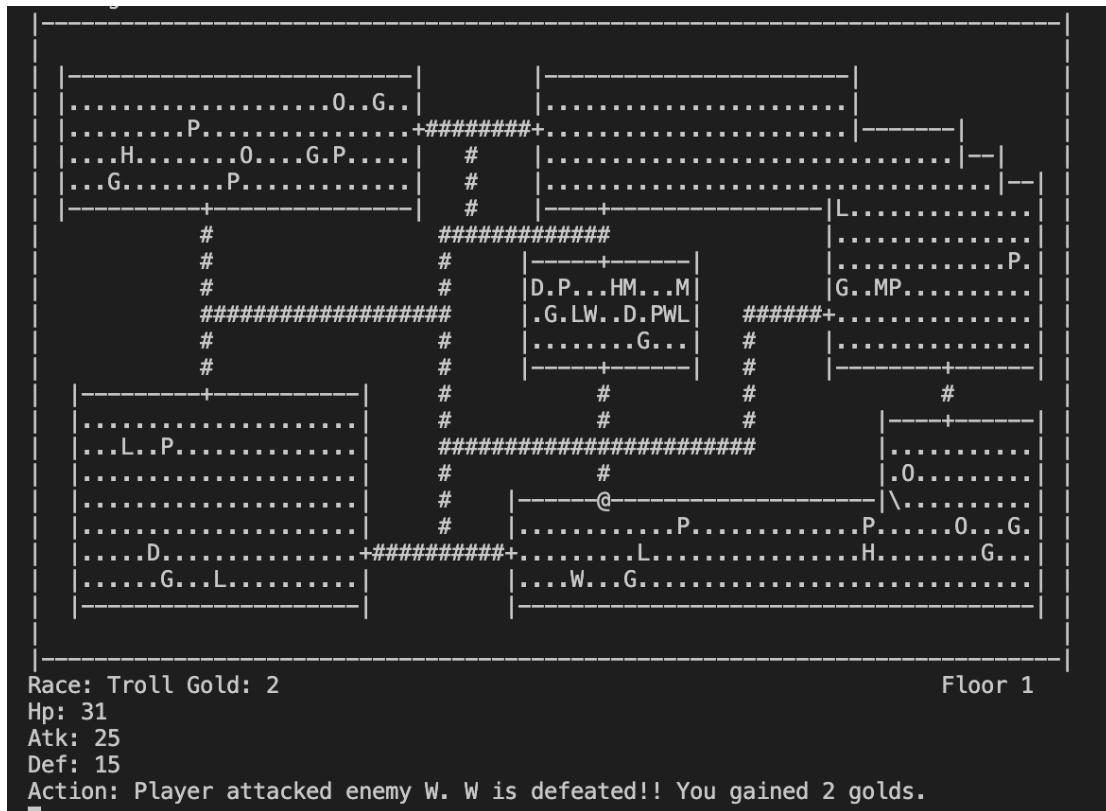


A small pile of Gold is picked up. (Please ignore that the Troll is dead)
So total Gold increased from 6 to 7.



Gold – Gold automatically picked up when killed Regular Enemies

Regular Enemies refers to Dwarf, Elf, Orcs, and Halflings. When Dwarf is killed, a normal pile of Gold is automatically added to Troll's pocket in this situation. Usually, either a small or normal pile is automatically added to Player's pocket when these Enemies are defeated.



Gold – 2 normal piles of Gold are dropped when killed the Human

The Player Troll is attacking the Enemy Human. Using command ‘**a we**’.

A text-based RPG game interface showing a combat scene. The floor is labeled 'Floor 1'. The player character is a 'Troll' with the following stats: Race: Troll, Gold: 0, Hp: 102, Atk: 25, Def: 15. The enemy is a 'Human' (H). The troll attacks the human with the command 'a we'. The human is defeated, and two gold pieces ('G') are dropped. One gold piece is at the human's original position, and the other is randomly dropped. The game board shows various rooms and objects like doors, walls, and treasure chests.

```
Race: Troll Gold: 0
Hp: 102
Atk: 25
Def: 15
Action: Player moved in so direction. Enemy H attacked player.
```

Floor 1

Human is defeated and 2 'G' s are dropped. One is at Human's original position, the other one is randomly dropped.

The game board shows the aftermath of the battle. The human is no longer present. Two gold pieces ('G') have been dropped: one at the human's original position and another randomly. The troll's stats remain the same: Race: Troll, Gold: 0, Hp: 101, Atk: 25, Def: 15. The game board shows the updated state of the dungeon floor.

```
Race: Troll Gold: 0
Hp: 101
Atk: 25
Def: 15
Action: Player attacked enemy H. H is defeated!!
```

Floor 1

The Troll uses '**we**' command to walk towards right and picks up the 2 golds dropped at the Human's original position.

```
P....DG.....L.... | .....H.-----|  
M.....P.....+#####+.....L....G.....|  
P....L....M....D.... # | ..G.....L....|  
.....\....G....# | .....L....G....|  
+-----+-----+-----+-----+-----+-----+  
# | #####| # | .....L....G....LG...| P.....|  
# | -----+-----+-----+-----+-----+-----+  
# | .....G....HP...| .....W....H....|  
# | .....HP...G..| # | .....+-----+-----+-----+  
# | -----+-----+-----+-----+-----+-----+  
# | # | # | # | # |  
# | -----+-----+-----+-----+-----+-----+  
# | .....L....W....|  
# | .....G.....E.....H....|  
G.....P.....P.....@.....+#####+.....E.....H....|  
.....E.....P.....P.....L.....|  
+-----+-----+-----+-----+-----+-----+  
Race: Troll Gold: 2  
Floor 1
```

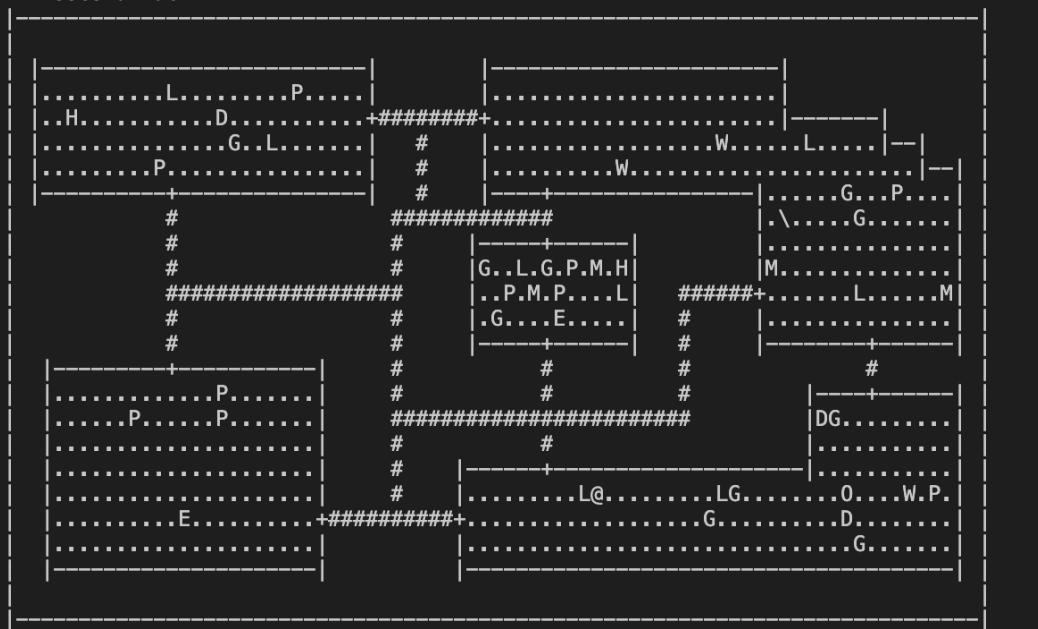
Race: Troll Gold: 2
Hp: 101
Atk: 25
Def: 15
Action: Player picked up 2 gold.

```
P....DG.....M.... | .....H.-----|  
M.....PL.....+#####+.....L....G.....|  
P....L....D.... # | ..G.....L....|  
.....\....G....# | .....L....G....|  
+-----+-----+-----+-----+-----+-----+  
# | #####| # | .....GH..G.H.| P.....|  
# | -----+-----+-----+-----+-----+-----+  
# | .....G....L....P.| .....W....|  
# | .....L....P....G..| # | .....H....|  
# | -----+-----+-----+-----+-----+-----+  
# | # | # | # | # |  
# | -----+-----+-----+-----+-----+-----+  
# | .....L....W....|  
# | .....G.....E.....E....|  
G.....P.....P.....@.....+#####+.....E.....H....|  
.....E.....P.....P.....H.....L.....|  
+-----+-----+-----+-----+-----+-----+  
Race: Troll Gold: 4  
Floor 1
```

Race: Troll Gold: 4
Hp: 101
Atk: 25
Def: 15
Action: Player picked up 2 gold.

Gold – Goblin steals 5 gold when each Enemy is killed

Using '**a we**' to kill 'L' on player's left, it gains 1 gold from defeating the Halfling and 5 golds that steals from the Halfling. So total is 6 golds gained.



Race: Goblin Gold: 0 Floor 1

Hp: 58

Atk: 15

Def: 20

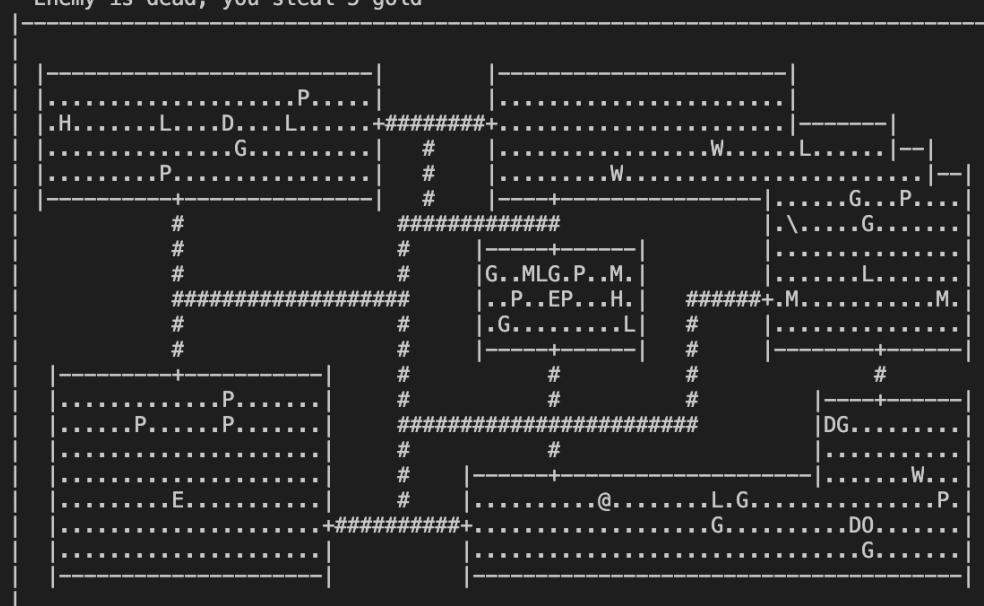
Action: Player attacked enemy L. Enemy L attacked player.

You attack enemy L:

The damage is 13

Enemy's health now is: -4

Enemy is dead, you steal 5 gold



Race: Goblin Gold: 6 Floor 1

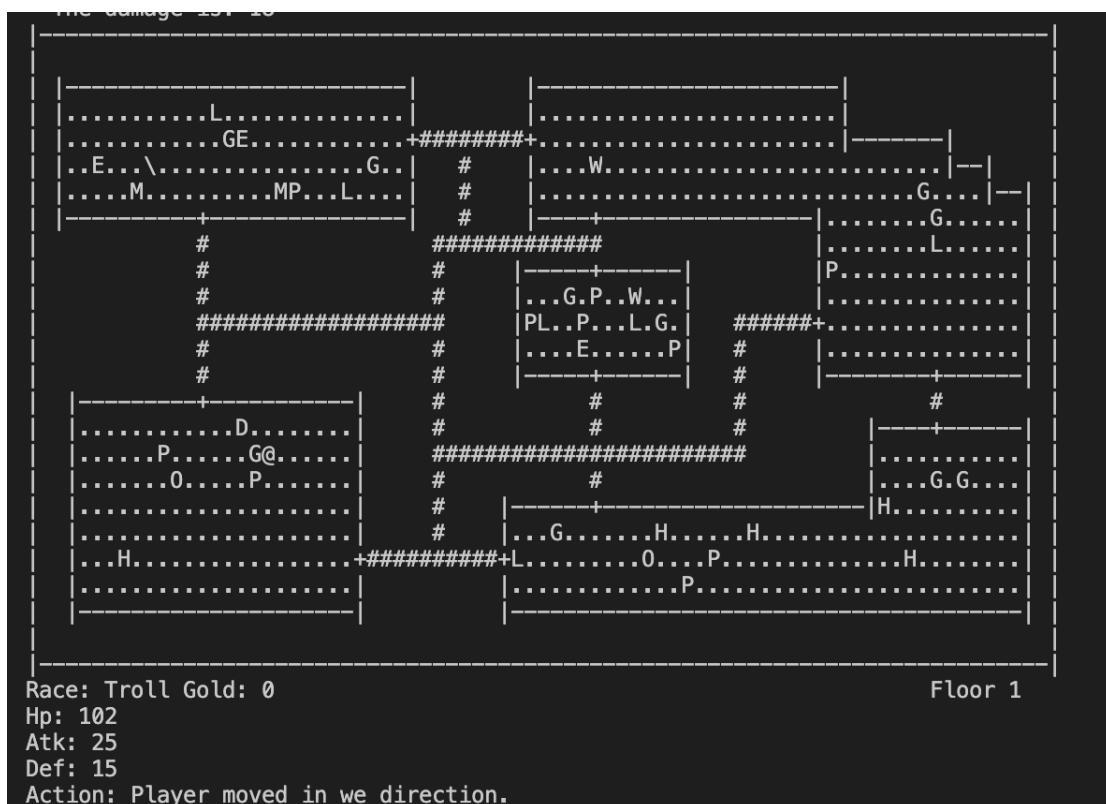
Hp: 58

Atk: 15

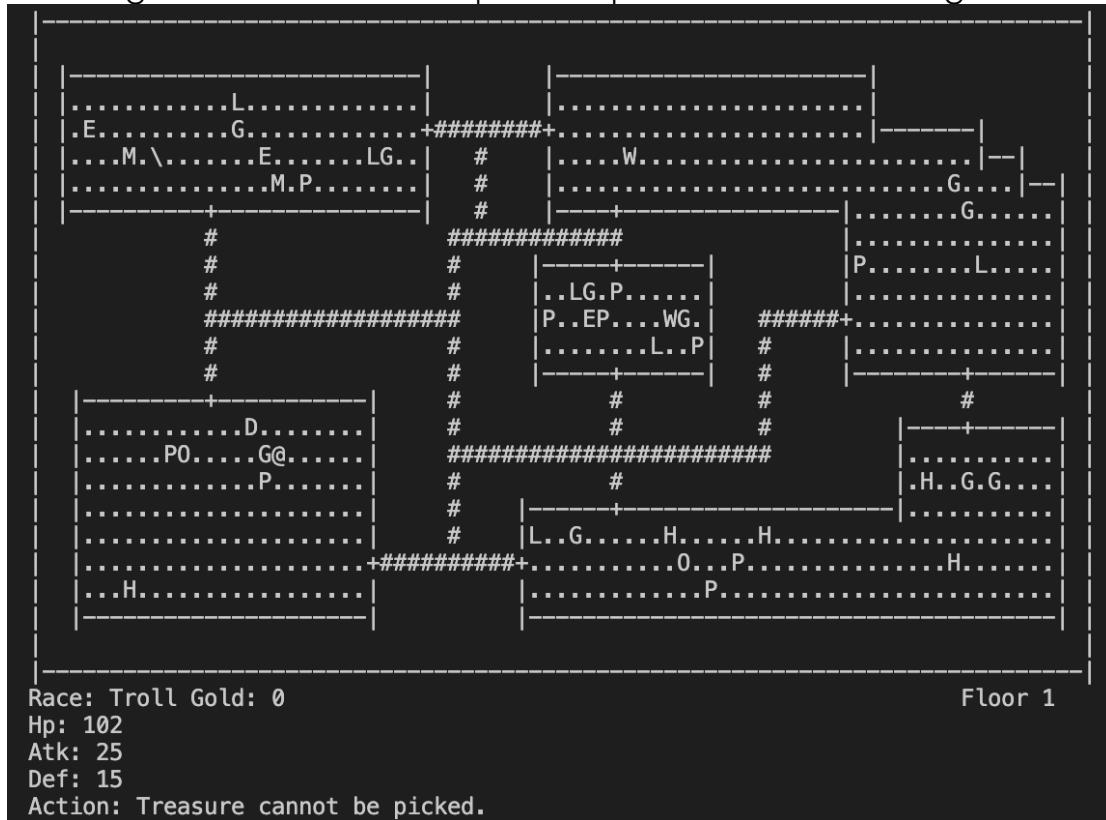
Def: 20

Action: Player attacked enemy L. L is defeated!! You gained 1 gold.

Gold – Dragon Hoard cannot be picked up unless killed the Dragon



The Dragon Hoard cannot be picked up unless killed the Dragon.



Gold – Dragon Hoard can be picked up when Dragon is killed

The Dragon is on the left of the Player Troll. Using '**a we**' to attack the Dragon. When Dragon is killed, the Dragon Hoard is pickable.

A screenshot from a text-based RPG game. The top half shows a floor map with various rooms and enemies. The bottom half displays a combat log:

```
Race: Troll Gold: 0
Hp: 11
Atk: 25
Def: 15
Action: Player attacked enemy D. Enemy D attacked player.
a we
You attack enemy D:
The damage is 21
Enemy's health now is: -18
You gain 5 HP in this turn
Dragon Hoard can be picked now!
```

Floor 1

Using command '**no**' to pick up the Dragon Hoard 'G', which is 6 golds.

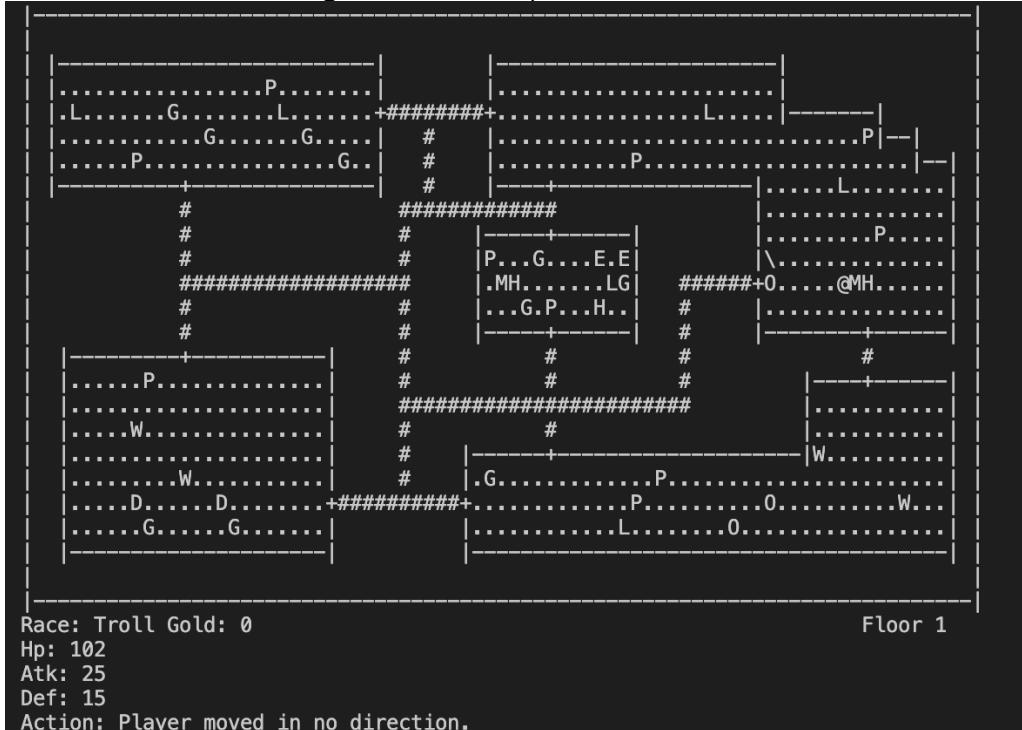
A screenshot from a text-based RPG game. The top half shows a floor map with various rooms and enemies. The bottom half displays a combat log:

```
Race: Troll Gold: 6
Hp: 16
Atk: 25
Def: 15
Action: Player picked up 6 gold.
```

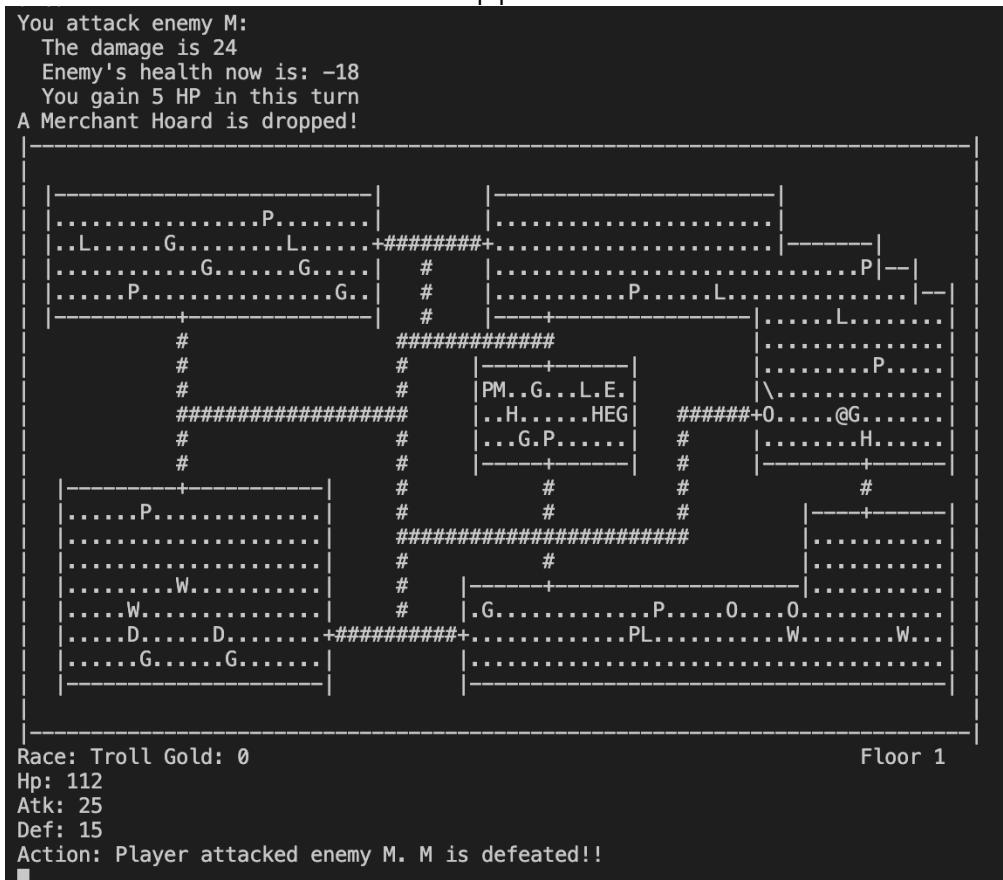
Floor 1

Gold – Merchant Hoard is dropped when killed the Merchant

Merchant is on the right of the Player.



Merchant is defeated and dropped the Merchant Hoard.



Using 'ea' to walk to right and pick up the Merchant Hoard which is 4 golds.

