

How to Run the AI Dungeon Master Code

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For CSE 434 - Course Project
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1. Prerequisites

1.1 Install Python

- Ensure Python (version 3.8 or higher) is installed on your machine.
- You can download Python from <https://www.python.org/downloads/>.

1.2 Install Required Libraries

- The code may require additional Python libraries. To install them, use the following command in your terminal or command prompt:

```
Pip install openai  
Pip install python-dotenv
```

1.3 Prepare the Code Files

- Ensure all files required for the project are in the same directory. These include:
 - The main Python script (e.g., `ai_dungeon_master.py`).
 - Any additional JSON save files needed for the game. (For new setup no additional files are needed)

2. Running the Code

2.1 Open a Terminal or Command Prompt

- Navigate to the directory containing the `ai_dungeon_master.py` file using the `cd` command:

```
cd path/to/directory
```

2.2 Run the Python Script

- Execute the script with the following command:

```
python ai_dungeon_master.py
```

2.3 Interact with the Game

- Follow the on-screen prompts to play the game.
- Use text-based commands for the appropriate actions.
 - 1 for Move
 - 2 for Combat
 - 1 for Attack
 - 2 for Heal
 - 3 for Flee

- 3 for Heal
- 4 for Inventory
- 5 for Saving State
- 6 for Loading State
- 7 for Quitting

3. Saving and Loading Game Progress

3.1 Save Progress

- During gameplay, use the `save` command to save your current progress. This will create a JSON file in the working directory.

3.2 Load Progress

- During any point of the game or restarting the game you can use the `load` command to load your saved progress. The game will continue from where you left off.

4. Troubleshooting

4.1 Python Version Issues

If you encounter compatibility issues, verify your Python version with:

bash

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```
python --version
```

4.2 Missing Libraries

If the program fails to import a library, install it with:

bash

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```
pip install library_name
```

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4.3 File Errors

- Ensure the game is running in the directory where the JSON save files and required assets are located.

5. Matching Video Example

5.1 User Inputted Actions

- First started the Program by running `python ai_dungeon_master.py`, in the opened project folder
- Entered in my players name of Albert
- Upon entry to room 0, I initiated combat by entering the attack action (2)
- Then I chose the attack combat action (1)
- Repeated until I defeated the enemy
- Used the inventory action (4) to see that I had 2 potions
- Used the heal action (3)
- Used heal 2 more times to heal with 2 potions and show that you cannot heal without a potion
- Moved north into a new room to show it exists and has its own description
- Ran south to the start room to show they are connected and that it has a new note in the description that the enemies were defeated
- Moved north again
- Moved west
- Saved my state
- Reloaded the game to show that it reset the data
- Loaded saved data
- Moved east
- Moved south to prove it saved the room 0 state of enemies defeated when loading save
- Moved north
- Initiated combat (2) with goblins
- Tried to flee (3)
- Took a lot of damage but eventually flee
- Move left to fight dragon
- Die
- Game Over - End of Program and Demonstration

If you followed those steps you should have had a similar experience to the provided demonstration video.