

Robot Facility

The player awakens at a room with a malfunctioning cleaning robot, having forgotten what happened in the past. The malfunctioning robot is speaking and displaying strange sounds, The player can see two other locations that appear to be locked. The player can only access those two rooms after repairing the cleaning robot.

One of the locations leads to a room with a malfunctioning security robot and a dead end. The other location leads to a communication robot and another locked door, that locked door leads to a puzzle robot, and then another door leads to another room with a Repair Robot.

If the user repairs all the robots, they win the game.

The user moves to the locations by saying "Go through door (name of door)", the user receives a list of commands at each room, as well as a list of all the available rooms that they can access from there, using an undirected graph to store the rooms as Nodes and the edges as the paths (where the weight is the pre-conditions). A lot of the edges have a pre-condition that the robot must have been fixed before you can move to another room.

Each interaction with each robot would have a different terminal visual (different font, text sizing, some futuristic horror plot and way of speaking from the robot(s), and different color, that is, when interacting with a robot you get access to a set of its methods, a challenge, and the terminal changes to represent the actual real-world built-in terminal of the robot.)

The player wins the game after they have successfully repaired all the robots, a finale message(s) and cool effects may or may not be exhibited. (For now, winning is not programmed).

Note that you can only move rooms if there's no robot present that is malfunctioning in the same room. If the user gets stuck somewhere, they may use hint during a challenge to receive a hint. If the user still can't beat it, refer to "RobotChallenge" file for the full solutions to each challenge so you may continue.

Present below is the game map.

