

Project 2: Adventure

1 Story background and the way to play

1.1 Story background

In the game's story, the princess is marauded to her castle by a monster. The monster forced the princess to bear the little monster and imprisoned the princess in her room. One day, while the beast was sleeping, the princess stole his sword, which contained endless power, and seriously wounded the beast. After that, the host of the castle became the princess. In order to get revenge on the monster, the princess peeled off its skin and made a mask exactly like her own and sewed it on its face, imprisoning the monster in the house where she was imprisoned. Because of the little monster, the princess did not want to leave the castle, but the princess gradually accumulated feelings of pain. Therefore, the monster in the castle is no longer the original monster, but the princess's pain accumulated in the monster room. Once inside that room, it is torn apart by the power of the princess's painful emotions. Later, the warrior heads to the castle to save the princess, and the game begins. In fact, the final mission of you is to solve the princess's demons.

1.2 The way to play

1. After running the program, there will be a prompt of story, process, status, etc. (the display interval is set to 2s). Please understand the story according to the output prompt and complete the adventure
2. Some processes need input to select, such as which direction to go to exit, select what items, please input according to the prompt, input will enter different processes
3. The game has different endings, such as rescue success, you are dead, etc

2 Introduction to the rooms and the ending

2.1 Introduction to the rooms

1. **Lobby:** Your position at the start of the game. If you do not find the princess and come to the room again, you will be prompted to continue searching. If you bring the princess back to the room, you will reach a different outcome.
2. **Gaschamber:** The room contains poison gas, which can poison the character. Masks can ward off poisoning
3. **House of Tests:** Test to see if you've discovered something, and the test is transmitted to where it needs to be
4. **Equipment house:** Have a sword, shield, mask, mirror four equipments. You can get different equipments for later use.
5. **Swamp House:** Full of swamp, will delay the progress of 10 seconds after entering
6. **Jail:** It's filled with monsters that attack characters when they enter. The shield can protect against this damage
7. **Sanatorium:** It's used for healing. It can relieve any injury
8. **Little Monster's House:** Little monster room, after entering the plot will start little monster. If you have a sword, you can choose to kill the little monsters. If you bring the princess to the room and the little monster survives, you can choose to kill it. The princess will commit suicide by throwing herself on her sword because of the loss of her son. If you bring the princess to the room and the little monster dies, the princess will take revenge and stab you with her sword. If you don't have a shield, you will be killed. If you do have a shield, you will block the damage, but the princess will leave you in grief

9. **House of Luck1:** You will get the map of the castle here
10. **House of Luck2:** You will play a game of dice with the butler, and if the count is higher, you will get some clues
11. **Vixen House:** The fake princess room imprisons a monster wearing a princess mask, and carries a mirror prop to see its real face
12. **Princess's house:** The location is random. Upon entering, the dialogue with the princess is triggered. Then return to the previous room
13. **Monster's house:** The location is random. Once inside, the princess's vengeful power will tear you apart. And then the game is over

2.2 The Endings

1. **Perfect ending:** Successfully save the princess
2. **False ending:** Return alone
3. **Bad ending1:** injury to the health is 0, mission failed
4. **Bad Ending 2:** Killed by a furious princess, mission failed
5. **Bad Ending 3:** Enter the monster's house and the princess's vengeful power will tear you apart

3 The Explanation to Clues and Hints

1. note of map: "Strangely enough, there are **two princess's house**" It means that there is a princess's room that is fake and is actually a captive monster
2. Monster's house: "You were torn apart by **the power of** the monster!!!" It's not the actual monster that kills you, it's the power of the princess's hatred
3. Princess's house: "**It's hard to save my heart**" It means it's the princess's heart that needs saving
4. Equipment house: "Oddly enough, they exude a **human scent**" This means the equipments have been used by the princess
5. Jail: "but there are **no human** inside" This means that the men of the original monster of the castle are being held here by the princess
6. House of Luck2: "The princess often **wept towards another room**. "It means that the princess suffers from the presence of the little monster and often cries into its room"; After the princess was captured by the monster, the monster **never came out of his house again**. "Indicates that the monster has been imprisoned; " It is a **painful castle with a name a kind of mood**. "This means the princess named the castle "pain."
7. Little Monster's House "The princess **showed a look of great pain**. "This shows that the princess has complicated feelings for the little monster and is in pain over this state; "you hear the princess say with losing her's nerve: **I'm sorry**. "It means an emotionally unstable princess kills you over the death of her son, and then feels sorry for being emotionally stable; " the princess **calmed down** and said to you: Just go away and **leave me alone** here. "It means that once the princess has stabilized, she won't leave with you because of the little monster; "The princess stops you and says :**Let's go right now**. "It means The princess did not want to hurt the little monster and wanted to escape the painful memory; "The little monster has been killed by you, and its blood **smells of human blood**" It means the little monster has human genes

8. Vixen House:"When you are ready to leave, vaguely hear the monster muttering: **pain**"Hints at the name of the castle; "But you find **a mask made of monster's skin that resembles a princess.**"This means that the captive monster is wearing a princess mask
9. Jail:"but there are **no human inside**"This means that the owner of the castle is no longer a monster

4 Testing Result(One of the cases)

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In an ancient legend, the princess was caught by a monster in a castle.
A warrior sets out on the road to saving the princess.
But the truth is often not as simple as it seems
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Game starts!

Basic rules and information:
Your initial health is 100, and if your health drops to 0 or you encounter the monster, the adventure starts

Tips :Doing the same thing in different states often results differently

Now you are in the lobby of the castle.
There are 3 exits: west, north and south.
Please enter your command(go west/go north/go south):
go north

You are now in the Gas chamber.
Since you inhaled poisonous gas, you were poisoned
Each time you enter the next room, your health will be -10(The poisoning effect can be stacked)
There are 2 exits: west, south.
Please enter your command(go west/go south):
go west

Current Health: 90

You are now in House of Tests.
Please enter the name of the castle and if you enter it correctly, you will go directly to the princess's room
or lobby
pain
Enter correctly!!
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Current Health: 80

You are now in the house named princess
The princess whispered:
  No one has been here for a long time.
You say:
  My Royal Highness, I have come to save you, come with me.
The princess say:
  Save? It's hard to save my heart
You say:
  Anyway, please come with me and leave now
You leave with the princess, but you find that the princess is in a state of extreme emotional instability

You need to take the princess back to the lobby and leave.
You returned to the previous room

Current Health: 70

You are now in House of Tests.
Please enter the name of the castle and if you enter it correctly, you will go directly to the princess's room
or lobby
123
Enter mistakenly!!
There are 3 exits: east, west and south.
Please enter your command(go east/go west/go south):
go east

Current Health: 60

You are now in the Gas chamber.
Since you inhaled poisonous gas, you were poisoned
Each time you enter the next room, your health will be -10(The poisoning effect can be stacked)
There are 2 exits: west, south.
Please enter your command(go west/go south):
go south
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Current Health: 40

You succeed to save the princess
Congrulations!!!
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more Testing Results can be seen in **Testing Results.pdf**