DGT LEVEL 3 LOGAN WARNER

DESIGN A COMPLEX PROGRAM FOR A SPECIFIC TASK

My complex program is a basic web based text adventure creator. The technologies I have used to create this program are: HTML, javascript and css.

---Text Based Game Creator---  
  
--Research--  
Text Based Games: Zork (1979)  
 Acheton (1978)  
 Mystery Mansion (1981)  
 Colossal Cave Adventure (1977)  
  
-Zork-  
Setting: Ruins of an ancient empire lying far underground  
Goal: Return from exploring the 'Great Underground Empire' alive and with all the treasures required to complete each adventure.  
  
Commands:  
COMMAND SHORTCUT ACTION  
north n Moves north  
south s Moves south  
east e Moves east  
west w Moves west  
northeast ne moves northeast  
northwest nw moves northwest  
southeast se moves southeast  
southwest sw moves southwest  
up u moves up  
down d moves down  
look l Looks around at current location  
save save state to a file  
restore restores a saved game  
restart restarts the game  
verbose Gives full description after each command  
score displays score and ranking  
diagnostic Give description of health  
brief Give a description upon first entering an area  
superbrief never describe an area  
quit q Quit game  
climb climbs(up)  
g go towards  
go(direction) direction(west/east/north/south/in/out/into)  
enter in to the place(window...)  
out go out of the place(kitchen...)  
hi/hello say hello...  
  
COMMAND SHORTCUT ACTION  
(ARGUMENT)  
get/take Removes item from current room; places in inventory  
get/take all takes all takeable objects  
  
  
------------------------------------------------------------------  
  
Text Adventure Objectives:  
Enable a user to generate a text based game using a logical graphical display.  
Text based game includes:  
 Rooms/Areas  
 Items  
 Events  
 Entities  
  
Requires:  
 Interpreter  
 Designer

Basic Test Case

Create a nine area game which includes food, drink, a weapon, and three monsters. Save this file. Load this file. Play this file.

Area 1:

Name: Sea

Description: Wet… very wet

Destinations: N:Beach, E:Mountains, W:Forest, S:Forest

Items: Sword

Monsters: None

StartArea: True

Area 2:

Name: Beach

Description: Sandy… quite sandy

Destinations: N:Valley, E:Plains, W:Desert, S:Sea

Items: Hamburger

Monsters: Slime

StartArea: False

Area 3:

Name: Valley

Description: V-shaped... significantly v-shaped

Destinations: N:Sea, E:Glacier, W:Volcano, S:Beach

Items: Coke

Monsters: None

StartArea: False

Area 4:

Name: Mountains

Description: Rocky… rather rocky

Destinations: N:Plains, E:Sea, W:Mountains /\* tests self referencing \*/, S:Glacier

Items: none

Monsters: None

StartArea: False

Area 5:

Name: Forest

Description: Prickly… fairly prickly

Destinations: N:Desert, E:Sea, /\* no west tests lack of destination \*/ S:Volcano

Items: None

Monsters: Ent

StartArea: False

Area 6:

Name: Plains

Description: Flat... somewhat flat

Destinations: N:Glacier, E:Sea, W:Beach, S:Mountains /\* random location test \*/

Items: None

Monsters: Golemn

StartArea: False

Area 7:

Name: Desert

Description: Dusty... comparatively dusty

Destinations: N:Glacier, E:Beach, W:Plains, S:Forest

Items: None

Monsters: None

StartArea: False

Area 8:

Name: Volcano

Description: Hot... adequately hot

Destinations: N:Mountains, E:Glacier, W:Valley, S:Plains

Items: None

Monsters: None

StartArea: False

Area 9:

Name: Glacier

Description: Icy... passably icy

Destinations: N:Forest, E:Valley, W:Volcano, S:Desert

Items: None

Monsters: None

StartArea: False

Item 1:

Name: Sword

Moveable: false

Pickable: true

Edible: false

Drinkable: false

Examine: It looks really sharp

Smell: Smells like iron

Listen: Shrring!

Move Message: You can’t move the sword, only pick it up :(

Heal: 0

Dp: 20

Item 2:

Name: Hamburger

Moveable: false

Pickable: true

Edible: true

Drinkable: false

Examine: It looks really tasty

Smell: Smells like diabetes

Listen: Grumble Gurgle

Move Message: You can’t move the Hamburger

Heal: 50

Dp: -10

Item 3:

Name: Coke

Moveable: true

Pickable: true

Edible: false

Drinkable: true

Examine: It looks really bubbly

Smell: Smells like a trip to the dentist

Listen: Bubble, booble

Move Message: Moving the coke seems implausible because I’m fairly sure its deprecated code...

Heal: -5

Dp: 50

Monster 1:

Name: Slime

Examine: It looks gloopy

Hp: 100

Dp: 1

Drop: None

Monster 2:

Name: Ent

Examine: It looks rather leafy

Hp: 10

Dp: 2

Drop: Hamburger

Monster 3:

Name: Golemn

Examine: A rather rocky being

Hp: 1000

Dp: 1

Drop: None















