FATUM MUNDI

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Introduction

Fatum Mundi is a text adventure game that transports the player into a mythological world. The world is based on Romanian folklore and the story loosely follows the Romanian folktale "Youth Without Age and Life Without Death".

The title of the game is in Latin and it translates to "fate of the world". One previous iteration of the title was "Fatis Mundi" which means "the fate of the world" but decided against it for two reasons. One is due to the fact that I wanted to bring out the fact that the game has multiple endings. The other reason is that the last word, "world", refers to the players of the game and together with the absence of the article "the" reflects how each player is able to tailor their own destiny, contrary to what the mythology says. "The fate of the world" would be indeed closer to the folklore belief such that it would signify something among the lines of the idea that everyone follows a path that's already been determined (by the 3 destiny goddesses at birth, to reference the mythology).

My main motivation for this project was to test the lex&yacc's capabilities to make a parser for the user input inside a video game. The video game's story idea came from the wish to create a fantastical adventure type of story while also trying to put together the Romanian mythology in a more accessible manner.

- ## Project description

- ## Game logic/interaction description

The interaction with the game consists of the user typing input based on the current state of the story. Usually there would be hints regarding the input template the user should follow so that the parser would work properly.

The inputs will change the branches of the story, while also affecting the two main stats

inside the game: angelic and demonic.

There will be 3 (or 4) stages of the game where the player will have to make a decision. (The stages follow more or less the original story)

The first stage will involve a horse! The player will be able to decide whether to care for the horse or not.

The next 3 stages will take place in 3 different forests:

- One will be habituated by Gheonoaia

- One by Scorpie

- One by a variety of beasts

Depending on the choices made along the way the end of the story will be different from here on.

User input other than these stages will not affect the story.

- **Game flow examples**

<game> Can you think of a name and tell it to me?

<player> My name is Ioana

// Snippet of first stage

<game> Will you go ahead and care of horsey?

<player> Yes, I will take care of the horse

<game> You have to feed horsey 3 times

<player> Give horse embers

<game> You have to feed horsey 2 times

<player> Give horse embers

<game> You have to feed horsey one more time

<player> Give horse embers

<game> Horsey is feeling better!

// Snippet of second stage

<game> Will you listen to Angie and jump extra high over the forest?

<player> Yes, I will jump over the forest

<game> Will you listen to Nick and eat the suspicious berries?

<player> No, I won't eat the berries

- ## **Implementation details**

The video game is implemented fully in the C language. There is a main C file where the parser is called using the execl function. The UI is made inside an xTerm terminal window which runs the executable files resulted from the compilation of the game files.

There is a directory made specifically for keeping the files related to the parser of the game. Beside the lex and yacc files, there is also a header file named "actions.h" < to be continued >

- ## **Mai multe idei/detalii legate de implementare:**

- Ma gandeam ca probabil fiecare stagiu din poveste (dintre cele 4 prezentate pe moment) sa aiba cam 3 interactiuni game-to-user (cel putin primul cu calutul, sa fie mai multi pasi in a avea grija de el) ca sa am mai multe variatii de raspunsuri

- Raspunsurile si intrebarile date de joc ,vor fi dialogul din poveste dat de Angie si Nick

- Posibil sa am mai multe parsere chiar daca o sa functioneze numai unu o data, pana acuma nu am avut nevoie de mai multe in implementare