Project Step 3

This will use the parser and dungeon you have created. In this step we will implement getting input for commands, movement, combat, picking up and dropping items. Refer to the RogueProjectInstructions.pdf for commands

Monsters will not move in our game, only the player moves. Movement uses vi/vim navigation commands (h, l (el), k, j for left, right, up, down respectively.) Players should move in dungeon floor areas and passageways. Players should not be able to move outside of these areas.

If a player bumps into a monster, the player will hit the monster and inflict a randomly selected value from 0 to the maxhit parameter (from the .xml file) for the player on the monster. The monster will strike back and inflict a randomly selected value from 0 to maxhit parameter (also from the .xml file) for the monster on the player. All damage will be integers. Display the damage from each hit in the info area at the bottom of the screen – when another hit occurs the previous info should be overwritten. In the top line of the display the number of hitpoints remaining and the score should be displayed. For this step the score is always zero. When the number of hitpoints is less than 0, end the game.

The player can pick up (the 'p' command) item from, and drop items (the 'd' command) on the dungeon floor or a passageway. When the player picks up an item it goes into his pack. When the player drops an item it goes on the floor at the position the player is standing. The display should show the player until the player moves, and then show the last item dropped. If the player drops more than one item, the player should be able to pick them all up from where they are dropped. As items are picked up off the dungeon floor or passageway, a previously dropped item will be visible – think *stack*.

The 'I' (inventory) command should display, at the bottom of the display, the contents of the pack, and an identifying number that can be used to refer to the item when it is dropped.

The layout of the display is described in the RogueProjectInstructions.pdf, in "The logical display" section.

What to turn-in.

Turn in your code to Brightspace. You will then turn in a video that shows you or your program when

1. downloading your code
2. building your project
3. running your code against one or more dungeons. You should demonstrate:
   a. Trying to move the player through a way
   b. Trying to move the player outside of a passageway, into a space that is neither a room nor a passageway
   c. Fighting a monster and killing it
   d. Fighting a monster and the player dying
   e. The inventory command with an empty pack.
   f. The inventory command after picking up an item
   g. The inventory command after picking up another item
   h. The inventory command after dropping an item at some point P
   i. The inventory command after dropping another item at the same point P

j. The last item dropped being visible at point P on a room floor or passageway when the player moves after completing h and i.

k. Returning to the point P and pick up one item, and execute an inventory command to show they are in the pack. The first item dropped should be visible.

l. Picking up the second item, and execute an inventory command to show they are in the pack.

m. An empty floor at point P after picking up the items.

n. Showing that the hitpoints decreasing on the display when the player is hit

o. Showing the strength (points damage the hit does) of the hit received by the player or a monster in the info display area.