Povehi

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User Guide and Information Sheet

**Description:** Povehi is a single player survival-horror, text-based RPG. The game was based on a starter game made by Michael Kolling and David J. Barnes in 2002; modified by Rodrigo A. Obando (2018). The game follows a crew member on a ship doomed to be sucked into a black hole.

**Features:** Players can freely explore the ship in a non-linear way. Certain rooms will also open new areas of the ship and exploration is encouraged through a leveling system.

The help command brings up a list of all available commands, which include:

**Go, Back, Search, Inspect, Talk, Hack, Unlock, Get, Quit, Flashlight and Win.**

Certain commands do not work in certain rooms, as not every room has an NPC, Item, etc.

**Goal:** The goal of the game is to learn what you can about the situation and escape the ship. There is no combat system so there is an emphasis on world-building and rewarding exploration. Players are able to win the game if they get the key to the lifeboats and check on the captain.

**User Operation:** The game is handled by the Game class. Create a new “Game” by right clicking the “Game” class and select “new Game()”. Then right click on the Game object you created on the object bench and select “void play()”. The terminal window will pop up and you will be greeted the USS Accumulator’s ship-board Artificial Intelligence. At this point, all commands are now available to use (“help” is recommended to start off with).

**Technical information:** This game coded in Java with BlueJ. All playtesting and debugging was done through BlueJ. Unit tests are available in the code and were used in testing phase.

This game has not been tested on MacOS or Unix.

**EULA:** Anyone is free to use any part of the code for personal or for instructional purposes. I do intend on expanding on the idea created in this project, be that a short internet novel, future games etc.

Size: 207 KB.