

245 - Homework 6

Matt Forbes

December 4, 2010

Timesheet

Nov 14 3:30pm to 1:00am
Nov 20 5pm to 1:30am
Nov 21 9:30am to 11:30am
Nov 21 7:00pm to 2:00am
Nov 23 7:00pm to 11:00pm
Nov 24 9:00pm to 11:00pm
Nov 25 9:00am to 12:00pm and 9:00pm to 11:00pm
Nov 26 9:00am to 1:00pm and 3:00pm to 5:00pm and 8:00pm to 10:00pm
Nov 27 11:00am to 2:00pm
Nov 30 7:00pm to 12:00am

Summary

All features outlined in the game specification are implemented.

- a) Level construction.
- b) Player's hunger is recorded and is responded to at the various levels. Including healing every 10 steps at positive hunger and subtracting one health every 5 steps at negative hunger.
- c) Both drinks of health/sickness are available in the game. Before drinking a drink, any drinks found are reported as unknown. Upon drinking one of any kind, the type of drink is revealed for the rest of the game. The effects of the drinks are implemented as well.
- d) Traps are invisible until stepped on, and can be activated again when visible. Both types of traps work as specified.
- e) Movement order is player then monsters.
- f) Player can obtain gold by walking on to a space which has gold on it. The amount of gold is a random (between 5 and 100.)
- g) Monsters' health is determined by which level they are (and a random factor). They can heal themselves by one health point for every 15 steps the player makes (regardless of hunger/health/etc.)
- h) The movement of monsters is different depending on whether the player is in the same room. The monster has a high chance of moving towards the player if he is in the room, and is completely random if he is not.
- i) Combat occurs when either the player moves to a space occupied by a monster or the reverse. The attacker has the upper hand but it is still randomly decided (based on specification.) There can only be one combat event between the player and a monster per turn, but multiple monsters can attack the player in the same turn.

- j) The player's inventory can hold up to 10 items. He can drop an item anywhere he is standing. Only food can be eaten, and drinks can be drunk.
- k) Visibility rules are defined based on line of sight. These rules are just how the specification describes them and how they work in the example game.
- l) The game is over when the player's health drops below zero or he exits through the up-stairs on the first level. If he leaves with the diamond in his inventory he wins, any other termination case means he lost.
- m) All game rules are implemented even if not specifically outlined here!