Lab 3

I decided to model this game after a few locations in RuneScape, a vintage MMO RPG game. I retained the [help] command and the directional movement using the compass directions.

Here is the initial load up of the game and map:

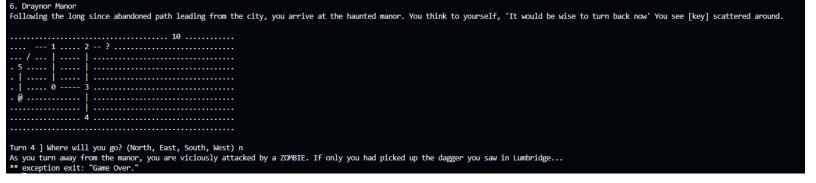
Here is a screenshot showing my [pickup] command functionality and displaying the inventory after executing it:

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Drinking the ale that was picked up at Lumbridge brings you to the otherwise inaccessible Ape Atoll island with an **important** item:

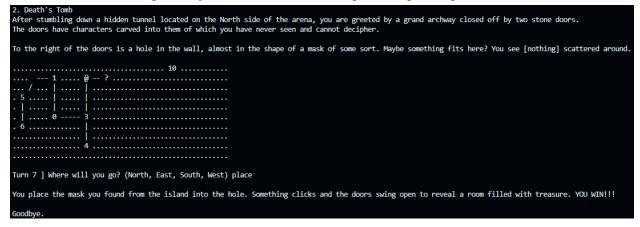
After using any directional input to sail back to Lumbridge, we will visit location number 6 which has a unique interaction when trying to leave back north that is potentially game ending:

If you didn't pick up the dagger:



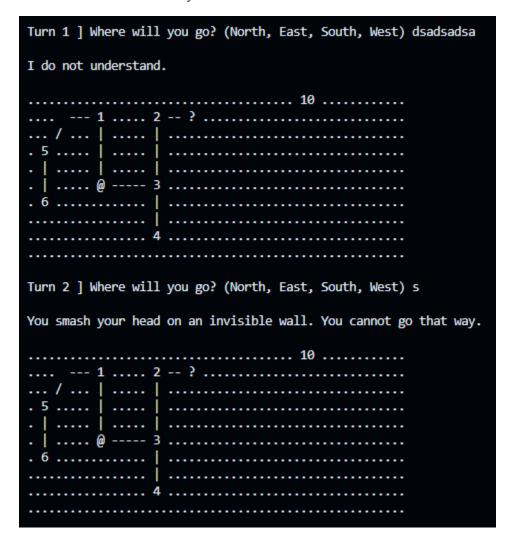
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The final significant location is location 2. The game winning action [place] can be used to enter the treasure room using the mysteriousMask that was picked up on Ape Atoll:



Some unexpected input and error handling

For the most part I retained error handling for entering in an "Unknown locale" and trying to go a direction that doesn't lead anywhere:



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Here is what happens at the tomb when trying to [place] with no mask:

. Death's Tomb fter stumbling down a hidden tunnel located on the North side of the arena, you are greeted by a grand archway closed off by two stone doors. ne doors have characters carved into them of which you have never seen and cannot decipher.
the right of the doors is a hole in the wall, almost in the shape of a mask of some sort. Maybe something fits here? You see [nothing] scattered around.
1 @ ?
5
6
4
urn 5] Where will you go? (North, East, South, West) place
ou don't have anything that might fit in the hole. It looks like some type of monkey-faced mask would fit here
1 @ ?
/
5
0 3
6

And this is what happens when you try to [pickup] at a location that has no items([nothing]):

