

## 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:

```
0. Lumbridge
The village of newbies and veterans alike. It has a cozy atmosphere and many call it home. You see [dagger,ale,steak] scattered around.

..... 10 .....
...  -- 1  .... 2  -- ? .....
... / ... | .... | .....
. 5 .... | .... | .....
. | .... | .... | .....
. | .... @ ---- 3 .....
. 6 ..... | .....
..... | .....
..... 4 .....
.....

Turn 1 ] Where will you go? (North, East, South, West) []
```

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

```
Turn 2 ] Where will you go? (North, East, South, West) pickup
You pick up the item(s)

..... 10 .....
...  -- 1  .... 2  -- ? .....
... / ... | .... | .....
. 5 .... | .... | .....
. | .... | .... | .....
. | .... @ ---- 3 .....
. 6 ..... | .....
..... | .....
..... 4 .....
.....

Turn 3 ] Where will you go? (North, East, South, West) i
You are carrying [dagger,ale,steak].

..... 10 .....
...  -- 1  .... 2  -- ? .....
... / ... | .... | .....
. 5 .... | .... | .....
. | .... | .... | .....
. | .... @ ---- 3 .....
. 6 ..... | .....
..... | .....
..... 4 .....
.....
```

## Jason Gasparini Erlang Lab 3 Game

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

```
Turn 4 ] Where will you go? (North, East, South, West) drink

>. Ape Atoll
...You wake up stranded on an island filled with evil monkeys. Maybe you shouldn't have drank that ale. You see a boat in the distance which could bring you home... You see [mysteriousMask] scattered around.

..... @ .....
.... -- 1 .... 2 -- ? .....
... / ... | .... | .....
. 5 .... | .... | .....
. | .... | .... | .....
. | .... 0 ---- 3 .....
. 6 ..... | .....
..... | .....
..... 4 .....
.....
```

---

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:

```
6. Draynor Manor
Following the long since abandoned path leading from the city, you arrive at the haunted manor. You think to yourself, 'It would be wise to turn back now' You see [key] scattered around.

..... 10 .....
.... -- 1 .... 2 -- ? .....
... / ... | .... | .....
. 5 .... | .... | .....
. | .... | .... | .....
. | .... 0 ---- 3 .....
. @ ..... | .....
..... | .....
..... 4 .....
.....

Turn 10 ] Where will you go? (North, East, South, West) n
After listening to your instincts and fleeing the manor, you are attacked by a ZOMBIE! Good thing you picked up the dagger.    *stab*
```

If you didn't pick up the dagger:

```
6. Draynor Manor
Following the long since abandoned path leading from the city, you arrive at the haunted manor. You think to yourself, 'It would be wise to turn back now' You see [key] scattered around.

..... 10 .....
.... -- 1 .... 2 -- ? .....
... / ... | .... | .....
. 5 .... | .... | .....
. | .... | .... | .....
. | .... 0 ---- 3 .....
. @ ..... | .....
..... | .....
..... 4 .....
.....

Turn 4 ] Where will you go? (North, East, South, West) n
As you turn away from the manor, you are viciously attacked by a ZOMBIE. If only you had picked up the dagger you saw in Lumbridge...
** exception exit: "Game Over."
```

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:

```
2. Death's Tomb
After 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.
The doors have characters carved into them of which you have never seen and cannot decipher.

To 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.

..... 10 .....
... -- 1 ..... @ -- ? .....
... / ... | ..... | .....
. 5 ..... | ..... | .....
. | ..... | ..... | .....
. | ..... @ ---- 3 .....
. 6 ..... | .....
..... | .....
..... 4 .....
.....

Turn 7 ] Where will you go? (North, East, South, West) place

You place the mask you found from the island into the hole. Something clicks and the doors swing open to reveal a room filled with treasure. YOU WIN!!!

Goodbye.
```

## 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:

```
Turn 1 ] Where will you go? (North, East, South, West) dsadsadsa
```

```
I do not understand.
```

```
..... 10 .....
... -- 1 ..... 2 -- ? .....
... / ... | ..... | .....
. 5 ..... | ..... | .....
. | ..... | ..... | .....
. | ..... @ ---- 3 .....
. 6 ..... | .....
..... | .....
..... 4 .....
.....
```

```
Turn 2 ] Where will you go? (North, East, South, West) s
```

```
You smash your head on an invisible wall. You cannot go that way.
```

```
..... 10 .....
... -- 1 ..... 2 -- ? .....
... / ... | ..... | .....
. 5 ..... | ..... | .....
. | ..... | ..... | .....
. | ..... @ ---- 3 .....
. 6 ..... | .....
..... | .....
..... 4 .....
.....
```

Jason Gasparini  
Erlang Lab 3 Game

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

```
2. Death's Tomb
After 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.
The doors have characters carved into them of which you have never seen and cannot decipher.

To 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.

..... 10 .....
....  -- 1 ..... @ -- ? .....
... / ... | ..... | .....
. 5 ..... | ..... | .....
. | ..... | ..... | .....
. | ..... 0 ---- 3 .....
. 6 ..... | .....
..... | .....
..... 4 .....
.....

Turn 5 ] Where will you go? (North, East, South, West) place

You don't have anything that might fit in the hole. It looks like some type of monkey-faced mask would fit here...

..... 10 .....
....  -- 1 ..... @ -- ? .....
... / ... | ..... | .....
. 5 ..... | ..... | .....
. | ..... | ..... | .....
. | ..... 0 ---- 3 .....
. 6 ..... | .....
..... | .....
..... 4 .....
.....
```

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

```
Turn 12 ] Where will you go? (North, East, South, West) pickup

There's nothing to pick up at this location!

..... 10 .....
....  -- 1 ..... 2 -- ? .....
... / ... | ..... | .....
. @ ..... | ..... | .....
. | ..... | ..... | .....
. | ..... 0 ---- 3 .....
. 6 ..... | .....
..... | .....
..... 4 .....
.....

Turn 13 ] Where will you go? (North, East, South, West) █
```