

Welcome, and thank you for playing “Lost Island Adventure”

In this document, I'll be providing some explanations on how to play the game, as well as some tips and pointers.

Firstly, the game can be compiled with the following command

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g++ main.cpp recipeClasses.cpp recipeBook.cpp playerClasses.cpp mapClasses.cpp  
gameVisuals.cpp enemyClasses.cpp enemyBattle.cpp adventureIn.cpp
```

Now, I'll describe the game and its mechanics. To sum it up, while on a plane ride over the ocean, you encountered bad storms, causing your plane to crash on an uncharted and unknown island in the middle of the ocean, and you are the sole survivor. Upon waking and surveying the island, you realize that your time to escape is limited to around 100 days, as the tide gets higher day by day. Now, your adventure begins.

Navigating through the game is quite simple. Upon starting the program, you'll be met with the title screen, and then the main menu which will ask you if you want to load a previous game, start a new game, or quit. To make your selection, you simply type the character corresponding to the option you want. This menu is indicative of how all of the user interaction with the program will be indicated. A menu with a prompt and options will be displayed, and you will type the letter or number corresponding to the option you would like.

Once you have loaded into the game, you will be met with your daily stats, and list of daily activities. Your character has 100 health, and 100 energy, and if either of these gauges are fully depleted, you will be punished with the loss of vital time. Death makes you lose 10 days, and energy depletion makes you lose 5 days. Both of these will also make you lose items.

The first daily activity you can do is explore. This one is pretty self explanatory, but will also make up the majority of your game experience. While exploring, each move you make costs 5 energy, and you are able to move up, down, left, and right around the island, as long as your resulting movement won't put you off the map, or back at your camp. While exploring, a minimap will be displayed at the top of your stats and options. This minimap will indicate the areas you have previously explored, by displaying what type they are, and will hide areas you haven't explored. It will also indicate your location on the map with arrows. Every time you move into a new square, you also have a chance of discovering an enemy. There are a large variety of enemies in the game, and they differ based on each environment you can be in. If you encounter an enemy, there are a variety of options you can choose from. You can do a weak attack, which costs 5 energy, a strong attack, which costs 10 energy, or you can try and run, which costs 20 energy. The power of the attack varies by its type, and while running might seem like the easy way out, both your, and your enemy's speed is based on your health and energy, so you may want to weaken the enemy a bit before you try to escape. Additionally, if you choose to fight, you may be rewarded with some precious meat, that can be used for cooking. Once you move into a new square, you have a few options, while you can choose to move again, you can also choose to forage the square. Each environment in the game has a list of items of varying rarity that can be found in their squares. Foraging costs 5 energy, but can give you a random number of any one of these items each time it is done. Other than foraging and moving, you can also choose to eat while on your exploration. If you have any edible food in your inventory, you will consume 1 piece of it, and restore 15 health and energy. Finally, the last option you can choose to do on an adventure is return to the camp, which costs 10 energy.

The next daily activity you can do is crafting and cooking. Crafting is the primary progression of the game, as your ultimate goal is to craft a sturdy boat to escape. Once you choose this

option, you will be given a list of item groups that you can craft, and you must select one of the groups to view the corresponding recipes. After doing so, the recipes, their descriptions, their ingredients, whether or not they are currently craftable, and how much of each required item you have will be displayed for all of the corresponding recipes. After this, you will be able to choose an item to try and craft, or will be given the option to go back and view other recipes, or return to the daily activity screen.

The third daily activity is viewing the map. This option is also quite self explanatory. To sum it up, it displays a large version of the map with much more detail than the minimap. Viewing this before your daily adventures could be a good way to plan your journey.

The fourth daily activity is viewing your inventory. Choosing this option will simply display a list of all the items you are currently holding in your inventory.

The fifth activity is lighting the fire at your camp. This activity costs 10 energy, but will allow you to cook foods. If a fire is already lit, you will not consume energy. Additionally, the fire gets extinguished every night, and must be lit again if you want to use it.

The second to last option for daily activities is sleeping. While it may seem like you want to adventure every day, sometime you may feel that it's better to try and rebuilding your energy and health before going out on an adventure again. While sleeping makes a day pass, as long as your camp isn't attacked in the night, you will restore energy and health.

The final option for daily activities is to save and quit. Choosing this option will write your game data to a save file, and then exit the program.

I will now summarize some extra details on the map, and camp/player.

As I mentioned earlier in this document, the map is comprised of different types of environments. Every time you start a new game, it is randomly generated. The type of squares you can have on your map are the campsite, of which you have one, the crash site, of which there is also only one, beaches, which border the entire map, forests, plains, mountains, and lakes. It is up to you to discover what items each square holds.

The campsite also contains some important information. In the crafting menu, you will notice a section for weapons, as well as camp protection and comfort upgrades. Crafting new weapons will increase your damage against enemies. Crafting comfort upgrades will drastically increase how much health and energy you restore at night, and crafting protection upgrades will drastically decrease the chances of an enemy breaking into your camp and night and forcing you to lose sleep.

Overall, this sums up all of the main mechanics of the game. It is now up to you to explore your island, learn it's secrets, and hopefully escape in 100 days. Good luck!