

# The Dungeon of Despair

```

THE DUNGEON OF DESPAIR

      .
      .n
      .dP          dP          9b          9b.
      qXb          dX          Xb          dXp          t
dX.      9Xb          dXb          dXb.          dXP          .Xb
9XXb.      .dXXXb dXXXbo.          .odXXXb dXXXb.          .dXXP
9XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXo.          .oXXXXXXXXXXXXXXXXXXXXXXXXXXXXP
`9XXXXXXXXXXXXXXXXXXXXXXXXX'~ ~`0008b d8000'~ ~`XXXXXXXXXXXXXXXXXXXXXXXXXP'
`9XXXXXXXXXXXXXXXXXP' `9XX'          `98v8P'          `XXP' `9XXXXXXXXXXXXXP'
      ~~~~~~      9X.          .db|db.          .XP          ~~~~~~
              )b. .dbo.dP'`v'`9b.odb. .dX(
              ,dXXXXXXXXXXb dXXXXXXXXXXb.
              dXXXXXXXXXXP'          `9XXXXXXXXXXb
              dXXXXXXXXXXb d|b dXXXXXXXXXXb
              9XXb' `XXXXXb.dX|Xb.dXXXXX' `dXXP
              ` ` 9XXXXXX ( )XXXXXXP ` `
                  XXXX X.`v'.X XXXX
                  XP^X'`b d'`X^XX
                  X. 9 ` ` P )X
                  `b ` ` ` d'
                  ` ` ` ` `
                  ` ` ` ` `

Press Enter to Continue

```

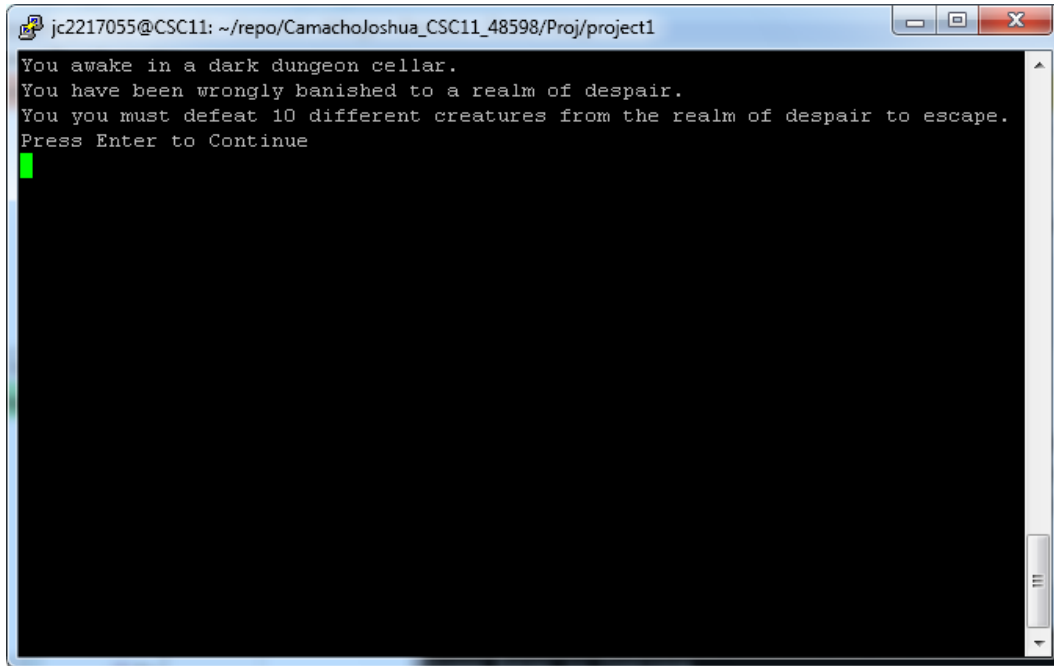
CSC-11

# Joshua Camacho

Date: 12/08/14

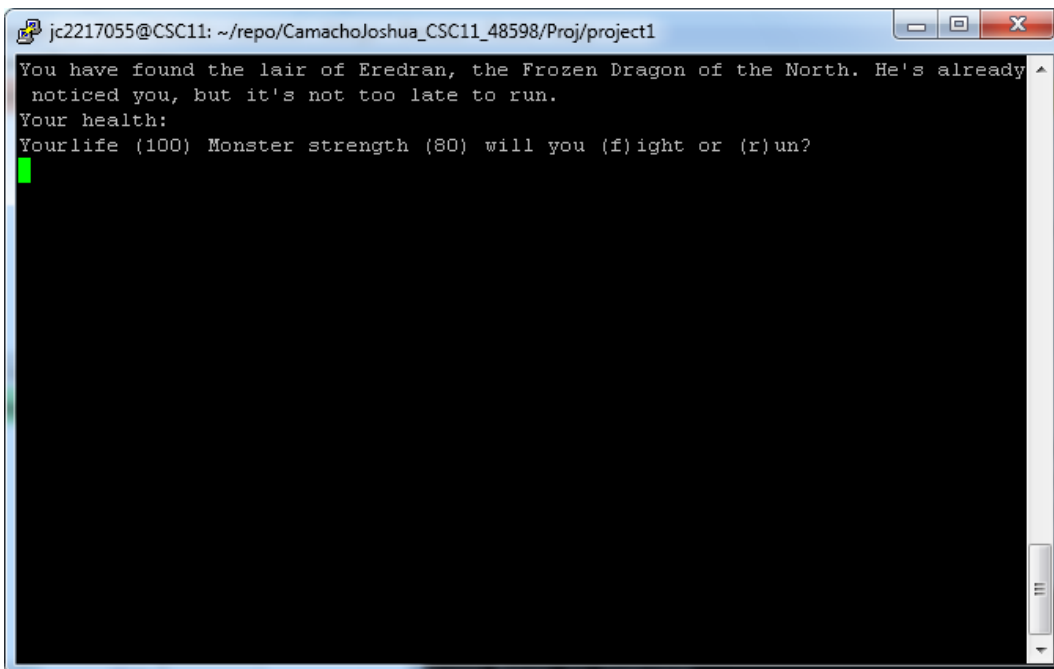
## The Game:

The Dungeon of Despair is a game where you fight monsters picked randomly from a pool of different monsters. Each monster has its own strength and the user gets the option to either roll against the monster's strength or to pick static odds and run.



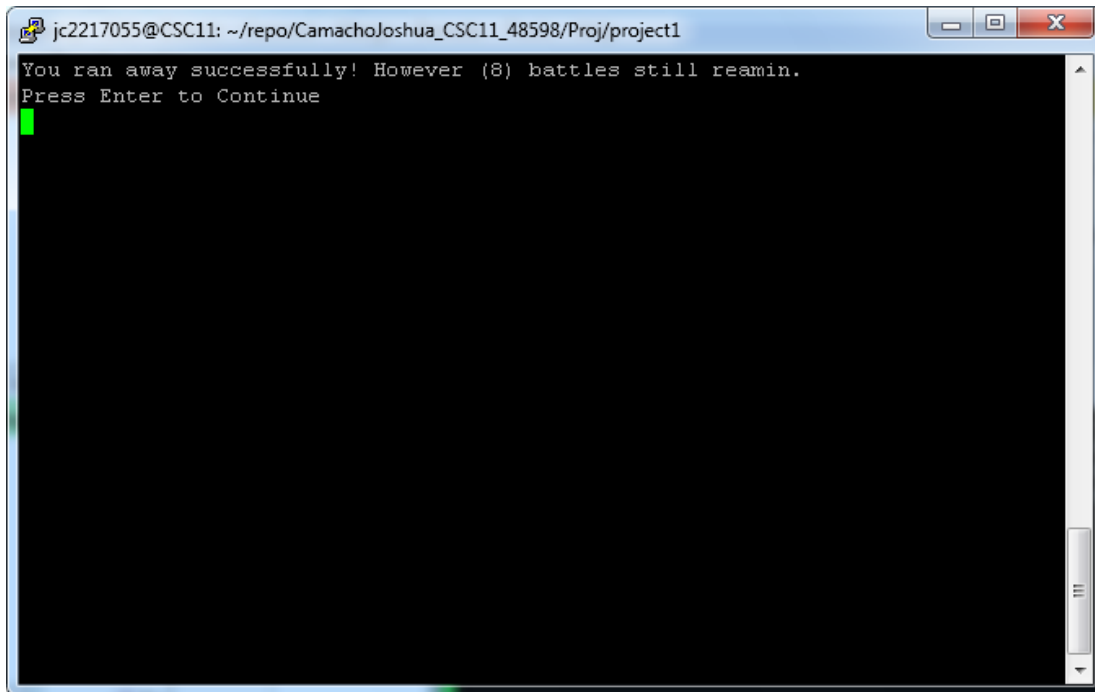
```
jc2217055@CSC11: ~/repo/CamachoJoshua_CSC11_48598/Proj/project1
You awake in a dark dungeon cellar.
You have been wrongly banished to a realm of despair.
You you must defeat 10 different creatures from the realm of despair to escape.
Press Enter to Continue
█
```

The only way to win the game is to defeat 10 monsters in the dungeon



```
jc2217055@CSC11: ~/repo/CamachoJoshua_CSC11_48598/Proj/project1
You have found the lair of Eredran, the Frozen Dragon of the North. He's already
noticed you, but it's not too late to run.
Your health:
Yourlife (100) Monster strength (80) will you (f)ight or (r)un?
█
```

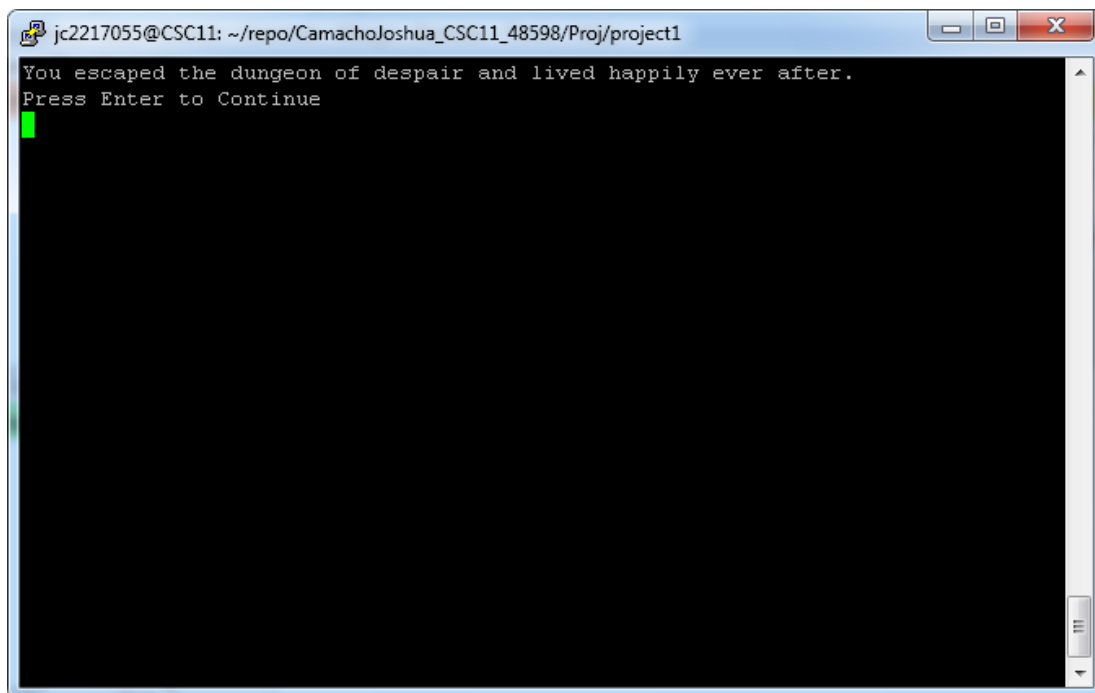
Running allows you to escape more dangerous foes without taking damage, but doing so does not advance your kill count for winning. Also you running away unsuccessfully and taking damage anyway.



```
jc2217055@CSC11: ~/repo/CamachoJoshua_CSC11_48598/Proj/project1
You ran away successfully! However (8) battles still reamin.
Press Enter to Continue
```

A terminal window with a blue title bar. The title bar text is "jc2217055@CSC11: ~/repo/CamachoJoshua\_CSC11\_48598/Proj/project1". The terminal content shows a message: "You ran away successfully! However (8) battles still reamin." followed by "Press Enter to Continue". A green cursor is visible on the line "Press Enter to Continue".

You defeat 10 monsters and you win.



```
jc2217055@CSC11: ~/repo/CamachoJoshua_CSC11_48598/Proj/project1
You escaped the dungeon of despair and lived happily ever after.
Press Enter to Continue
```

A terminal window with a blue title bar. The title bar text is "jc2217055@CSC11: ~/repo/CamachoJoshua\_CSC11\_48598/Proj/project1". The terminal content shows a message: "You escaped the dungeon of despair and lived happily ever after." followed by "Press Enter to Continue". A green cursor is visible on the line "Press Enter to Continue".

# Concepts used

.asciz string directive	Line 5 "introtext"
Function	Line 45 "putspacing" function
Push/pop stack calls	Line 29 push{lr} Line 37 pop {lr}
External Function Call	Line 125 bl time
scanf	Line 203
Print f	Line 31
Rand()	Line 63 "randnum" function
ldr	Line 94
mov	Line 107
cmp	Line 83
branching	Line 80
looping	Line 142 "fightrunloop"
sub	Line 168
.word directive	Line 248
shifting	Line 69 divMod.s
Mod	Line 69 disMod.s

# Flowchart of Game

