Omar Elserwi
John Clark
Maanav Rajesh

Demo

- First run make command
- Run ./cc3k (you can add the name of a file that specifies the layout of each of the 5 floors <- this is optional)
- Specify the race you want to play as: 's' for shade, 'd' for drow, 'v' for vampire, 'g' for goblin, 't' for troll. If any other character is given, race will default to shade.
- At this point, you should see a board rendered, where potions are represented with 'P', gold represented with 'G', your character represented by '@', dragon horde also represented by 'G' but has a dragon ('D') next to it, the stairs represented by '/', and the remaining letters just represent the various enemies in the game. See below for example:
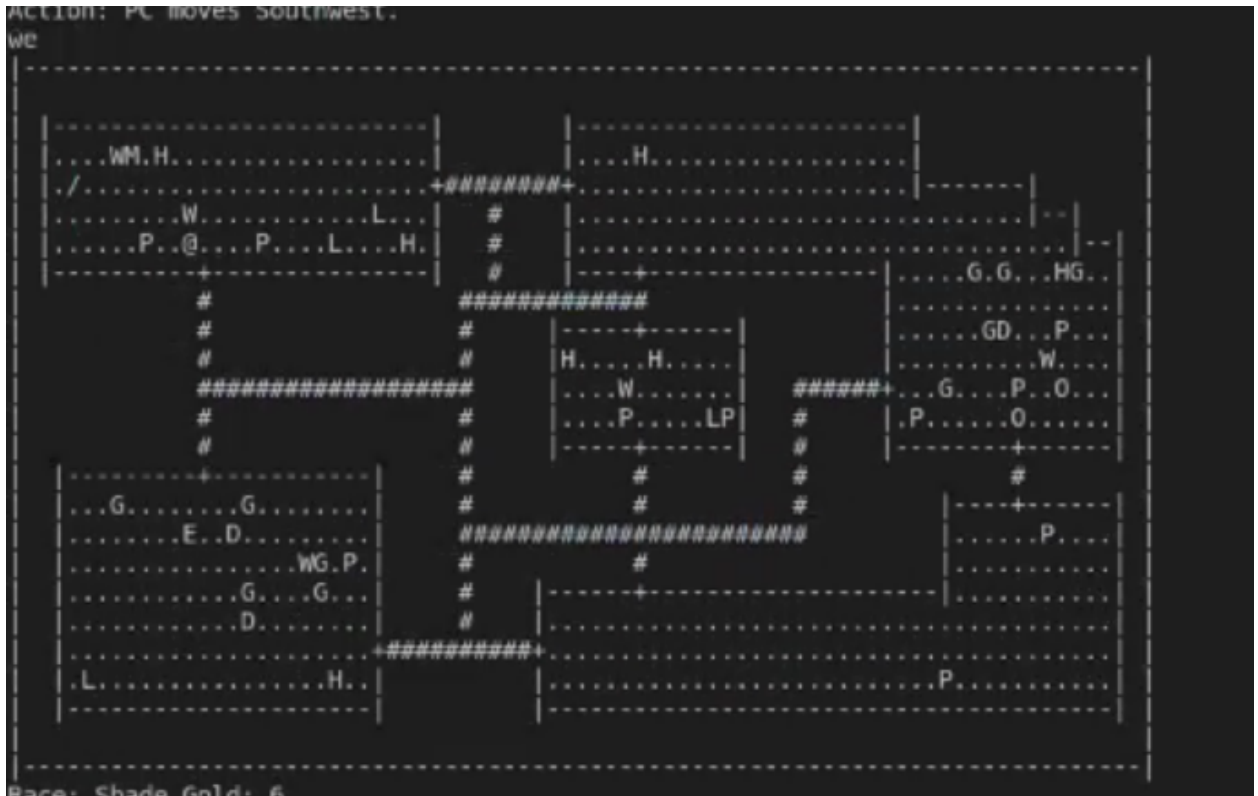
- You should be able to navigate through the board using the following commands: 'no', 'ne', 'ea', 'so', 'se', 'sw', 'we', 'nw'. (compass directions).
- You can walk over gold and see your gold stat adjust accordingly.
- You can walk through hallways to navigate between chambers, but you cannot walk through walls.
- You can use potions using the command 'u' followed by the direction the potion is relative to you (must be within one block radius of you). You will see your stats adjust accordingly. Also notice that health does not drop below 0, and does not

go above the starting hp (expectation is vampires, where they have no max hp). Additionally, notice that atk and def also do not drop below 0, and that they are reset to their default values after reaching a new floor.
- You can fight enemies by using the command 'a' followed by the direction the enemy is relative to you (must be within one block radius of you). You will see your health and gold adjust accordingly based on the outcome of the combat.
- There are also various special interactions between certain enemies and playable characters which are all implemented as outlined in the assignment instructions.
- You should make your way to the stairs('/'), in order to get to the second floor, where you will see that a new board is generated, and you spawn in a random location once again.
- Keep making your way till you get to the end of the 5th floor, and access the stairs there, in which the game ends with a victory and your score is displayed.
- Also, you can press 'f' at any time in order to stop the enemy random movement (note that they will still attack you if you get close to them).
- Additionally, 'q' can be used to quit the game at any time, and 'r' can be used to restart the game.
- Note that reading in a layout as an optional argument has not been thoroughly tested, for optimal results, run ./cc3k with no arguments (use default) or with an empty board as an argument.

Sample Run:
- ./cc3k
- s
- no
- no
- we
- se
- nw
- a no
- u so
- f
- so
- no
- no
- ne
- (navigate to stairs, then walk over them)
- f
- no
- ea

- q

We do not have an option that allows for a second command line option that represents a seed for our random number generator, so providing you with an exact set of inputs is difficult. (The above sample run may just have you trapped in a corner, as you spawn in a random location, so they may not be applicable to your run. Hope you can understand, as you can just navigate using the instructions provided at the start to test our program).