TCSS502

Assignment 3: Dungeon of Doom!
Output File

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Dungeon Creation:

- 1) Create a maze (the game allows you various levels of difficulty / sizes of mazes), 2) remove walls by traversing to 100% of rooms, then 3) add items
- Verify ability to start at entrance, traverse to all pillars, and find exit
    - If not, dungeon_adventure will recreate a new dungeon
    - The way the maze is designed should prevent traverse from ever being false

```
initial matrix - 10x10
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```
create maze - remove walls between rooms
**********************
*   |                *
*-* * *-*-* *-*-*-* *
* | | |     | |     *
* * * * *-*-* * *-*-*
*   | |   |   |     *
* *-* *-* *-* *-*-* *
*   |   |   |     | *
*-* *-*-* * * *-*-* *
* | |   | | |       *
* * * * *-* *-*-* *-*
*   | |     |   | | *
* *-* *-*-*-* * * * *
* |     |   | | |   *
* *-*-* * * * * *-*-*
*     |   |   |     *
*-*-* *-*-*-*-*-*-* *
*   |       |     | *
* *-*-*-*-* * *-* * *
*             |     *
**********************
```

```
Place Entrance, Exit, Pillars, Potions, Pits
**********************
*   |        H V    *
*-* * *-*-* *-*-*-* *
* | |H|H M  |M|     *
* * * * *-*-* * *-*-*
*   | |   |   |     *
* *-* *-* *-* *-*-* *
*I  |  E|X X|     |X*
*-* *-*-* * * *-*-* *
*V| |X X| |V|V X X  *
* * * * *-* *-*-* *-*
*  H|H|     |   | | *
* *-* *-*-*-* * * * *
*P|    V|  H| |o|H  *
* *-*-* * * * * *-*-*
*    H|A  |   |     *
*-*-* *-*-*-*-*-*-* *
*   |  V X V|     |i*
* *-*-*-*-* * *-* * *
*      H      |  V V*
**********************
```

```
Traverse is:  True
Entrance: (9, 8)
Exit: (7, 6)
Pillar A: (3, 7)
Pillar E: (3, 3)
Pillar I: (0, 3)
Pillar P: (0, 6)
```

Playing the Game:

Finding all Pillars (Adventure status – use user_input command “s” in dungeon_adventure:

```
Status:
Jeff:
HP: 88
Healing Potions: []
Vision Potions: 0
Pillars found:
A:  True
E:  True
I:  True
P:  True
```

Finding exit after you have all four pillars:

```
Congratulations!  You defeated the Dungeon of Doom!

*********
*       *
*-*-*-* *
*   |   *
*-* * *-*
*  X| |i*
* *-* * *
*    o  *
*********


Created by Dee "Python Slayer" Turco, Kishan "Code Killer" Vekaria, and Jeff "Algo Assassin" Stockman
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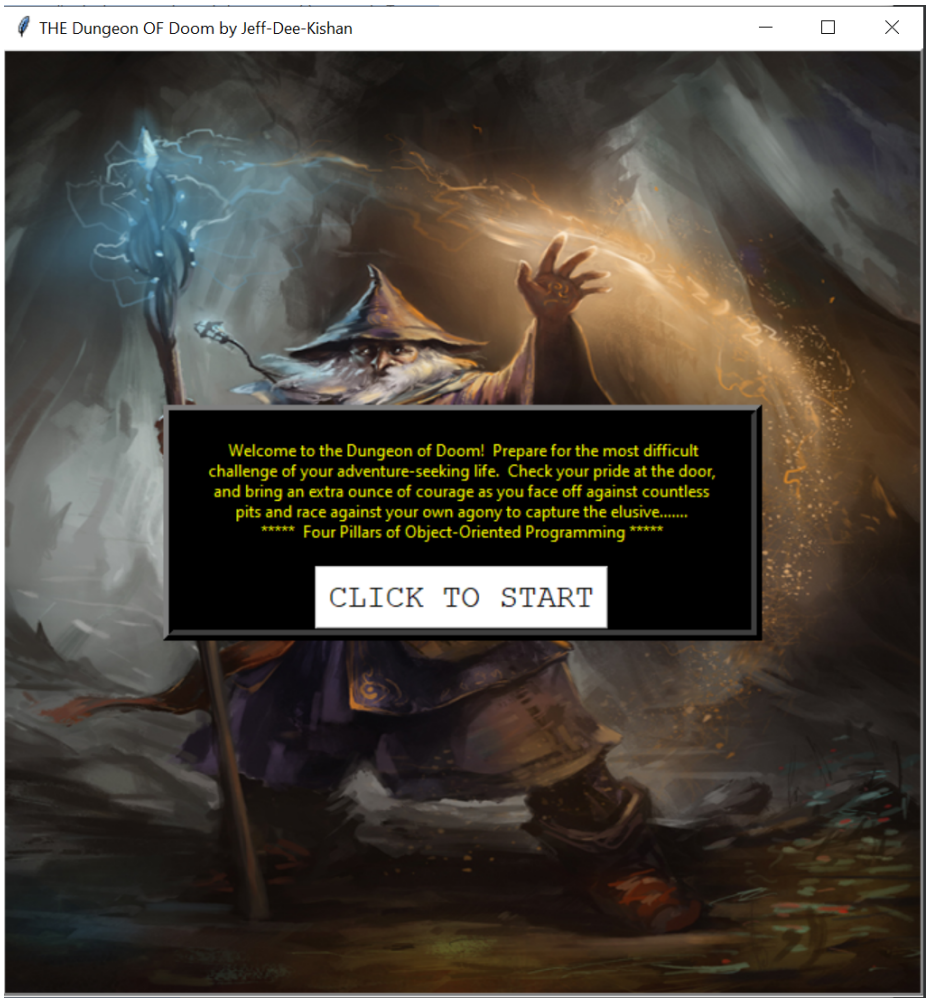
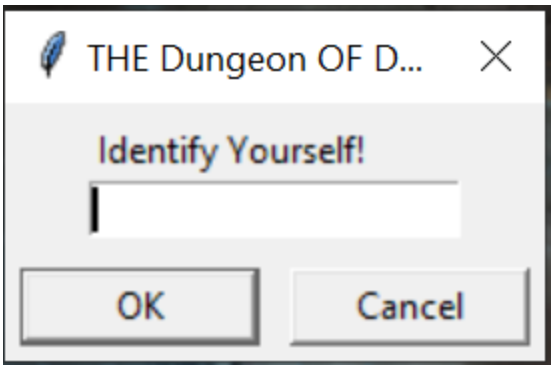
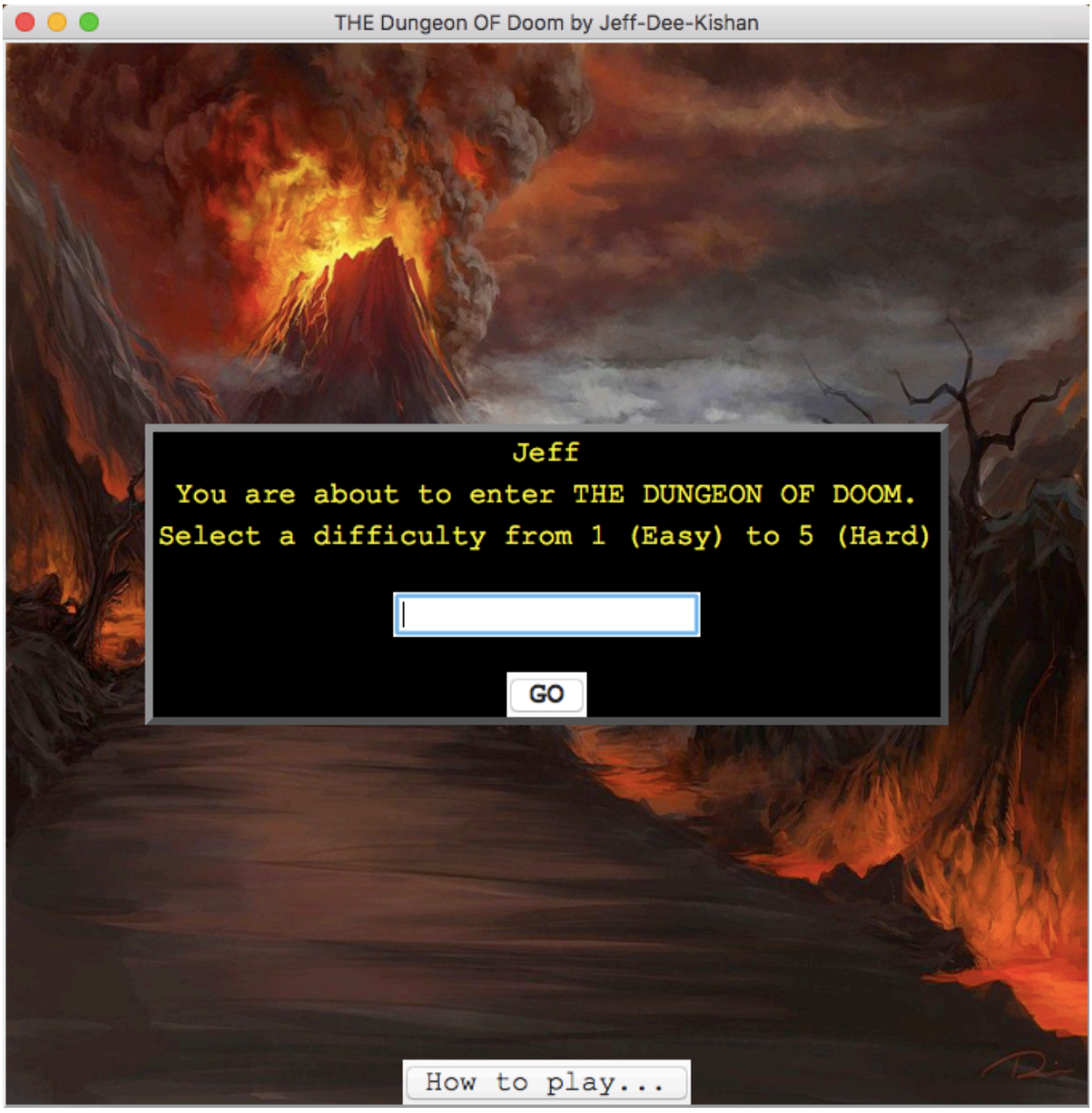
Falling to your death:

```
You fell into a pit! Took -18 damage.
Current health: 0
It is not just a flesh wound this time.  You died.
*********
*  o|I  *
*-* *-* *
*E|     *
* *-*-* *
*X M|   *
* * * *-*
*i|    P*
*********
Created by Dee "Python Slayer" Turco, Kishan "Code Killer" Vekaria, and Jeff "Algo Assassin" Stockman
```

GUI:

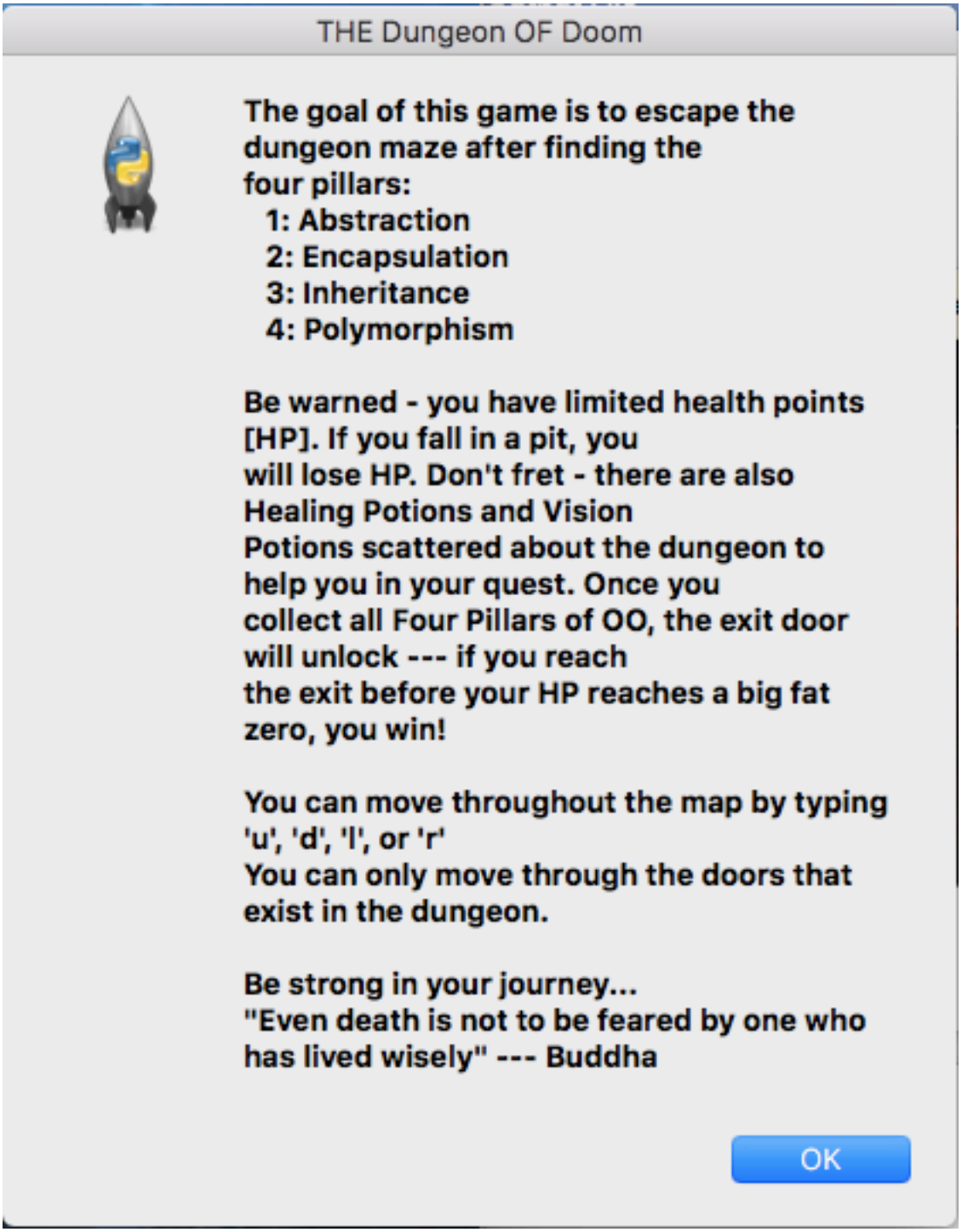


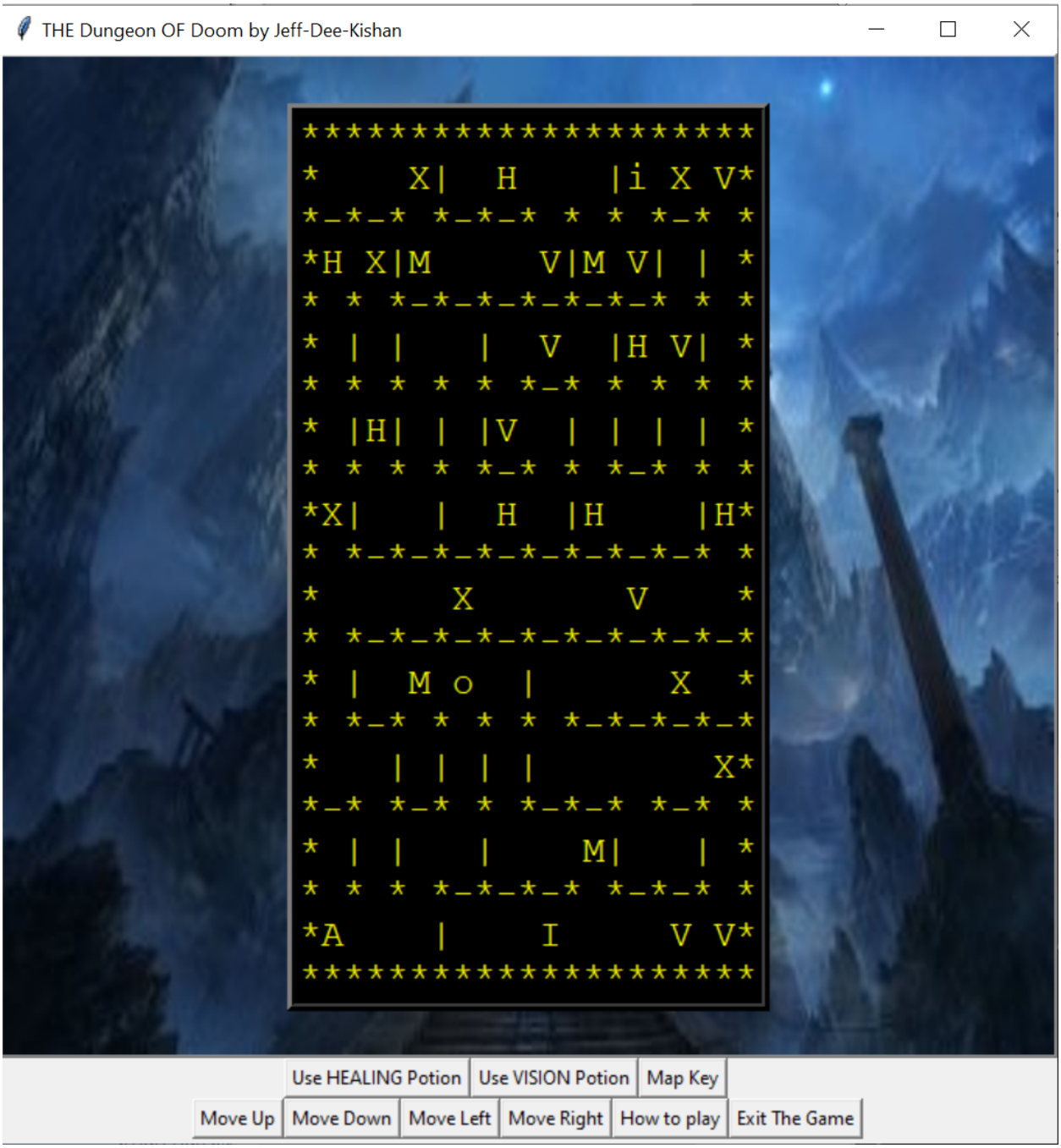

THE Dungeon OF D...
Identify Yourself!
OK
Cancel


THE Dungeon OF Doom by Jeff-Dee-Kishan
Jeff
You are about to enter THE DUNGEON OF DOOM.
Select a difficulty from 1 (Easy) to 5 (Hard)
GO
How to play...

The program will only accept the difficulty level number 1 -5.

Button “How to Play…” will show the information below





….this is it – should have printed the room, but we have it print the whole map. Buttons are done but not linked to the correct actions.

We can use only the “How to play” and “Exit the Game” buttons.