Chamber Crawler 3000 - Demo Document
CS 246 Final Project - Spring 2020
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Walkthrough

- This program will have the ability to take exactly one command line argument which is the name of a file that specifies the layout of each floor
    - If this is presented, the floor layout (including or excluding the items of the game pregenerated) will be read in and used for the entirety of that one game.
    - Note: for the purposes of this walkthrough, the case where an argument is presented will be ignored since it has the same behaviour as if there were none.
- A welcome message will greet the player and then ask them if they would like to enter the settings page.
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        Welcome to ChamberCrawler3000, prepare to enter the unknown!
        Enter settings menu? (y or n):
    - If yes (y).
        - The player will first be asked to enter a seed to remember a particular random generation of the playing board.
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                Settings menu
                Enter seed (int) or -1 to skip:
        - And then the player will have a choice to turn on or off player character tracking.
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                Enable Enemy Tracking? (y or n):
        - Lastly, the player will be asked to set the difficulty of the game (e = easy, m = medium, h = hard).
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                Set Enemy Tracking difficulty (e, m, h):
    - Otherwise (n).
        - The default setting is as follows: a random seed is set, and enemy tracking is turned off.
- After the settings, the player will choose the race of their character.
    - The race can only be one of {Shade (s, default), Drow (d), Vampire (v), Goblin (g), Troll (t)}.
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            Choose your character: Shade 's' (default), Drow 'd', Vampire 'v', Goblin 'g', Troll 't'
            Enter here:
- The pre-game is now done and the adventure begins!
- The following is a list of commands to move the player character around and interact with its surroundings.
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        - **no,so,ea,we,ne,nw,se,sw**: moves the player character one block in the appropriate cardinal direction.
        - **u <direction>**: uses the potion indicated by the direction (e.g. no, so, ea).
        - **a <direction>**: attacks the enemy in the specified direction, if the monster is in the immediately specified block (e.g. must be one block north of the @).
        - **s, d, v, g, t**: specifies the race the player wishes to be when starting a game.
        - **f**: stops enemies from moving until this key is pressed again.
        - **r**: restarts the game. All stats, inventory, and gold are reset. A new race should be selected.
        - **q**: allows the player to admit defeat and exit the game.

- Now it is up to the player to reach the stairs ('\') to the next level and defeat anything that stands in their way.
- <u>Below are the specific features of this game.</u>
- Please run "./cc3k < [Test File]"

Core Features to test

- Movement
    - All 8 directions
    - Moving to invalid directions (walls, tiles occupied)
    - Test Files
        - ./DemoFiles/movement.in
        - ./DemoFiles/invalidmovement.in
- Gold Pick-up
    - Show regular gold pick up
    - Show dragon hoard pick up (before dragon is dead and after dragon is dead)
    - Test Files
        - ./DemoFiles/regularGold.in
        - ./DemoFiles/dragonHoard.in
        - ./DemoFiles/nearDragonHoard.in
        - ./DemoFiles/dragonHoardPickUp.in
- Potion Pick-up
    - Show potion pick-up (and potion effect reset after each level)
    - Show potion identification (approaching a known/unknown potion)
    - Test Files
        - ./DemoFiles/potionPickup.in
- Attacking and Killing Enemies
    - Attacking Merchants, getting the merchant hoard, and going near other merchants to see if they attack
    - Killing humans to show that they drop 2 normal piles
    - Test Files
        - ./DemoFiles/attackMerchant.in
        - ./DemoFiles/attackHuman.in
- Enemies Moving + attacking the player
    - Show general enemy movement
    - Show enemies attacking the player + the player dies
    - Test Files
        - ./DemoFiles/enemyMove.in
        - ./DemoFiles/playerDies.in
- Floor transitions
    - Show floor to floor
    - Show final floor to victory
    - Test Files

- ./DemoFiles/finishFloors.in
- Command harness
    - Show quit, restart, and freeze
    - Test Files
        - ./DemoFiles/cmdHarness.in

Additional Features to Test
- Player-detection by enemies
    - Set different radiuses show enemies following the player (show enemies can't leave chambers)
    - Test Files
        - ./DemoFiles/playerTracking.in
        - ./DemoFiles/playerTrackingHard.in
        - ./DemoFiles/playerTrackingMed.in