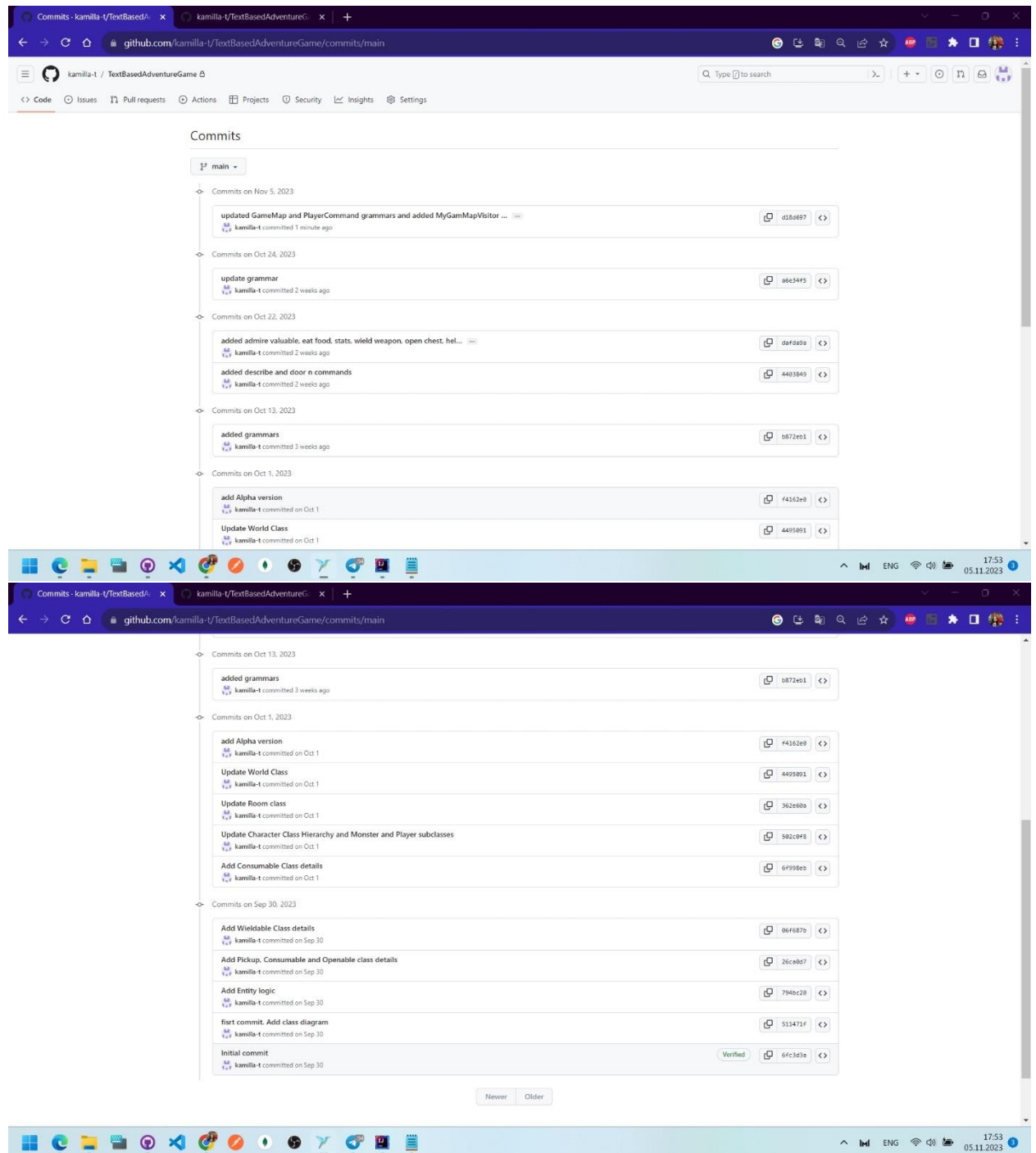**My GitHub repo of Text Based Adventure game**

https://github.com/kamilla-t/TextBasedAdventureGame

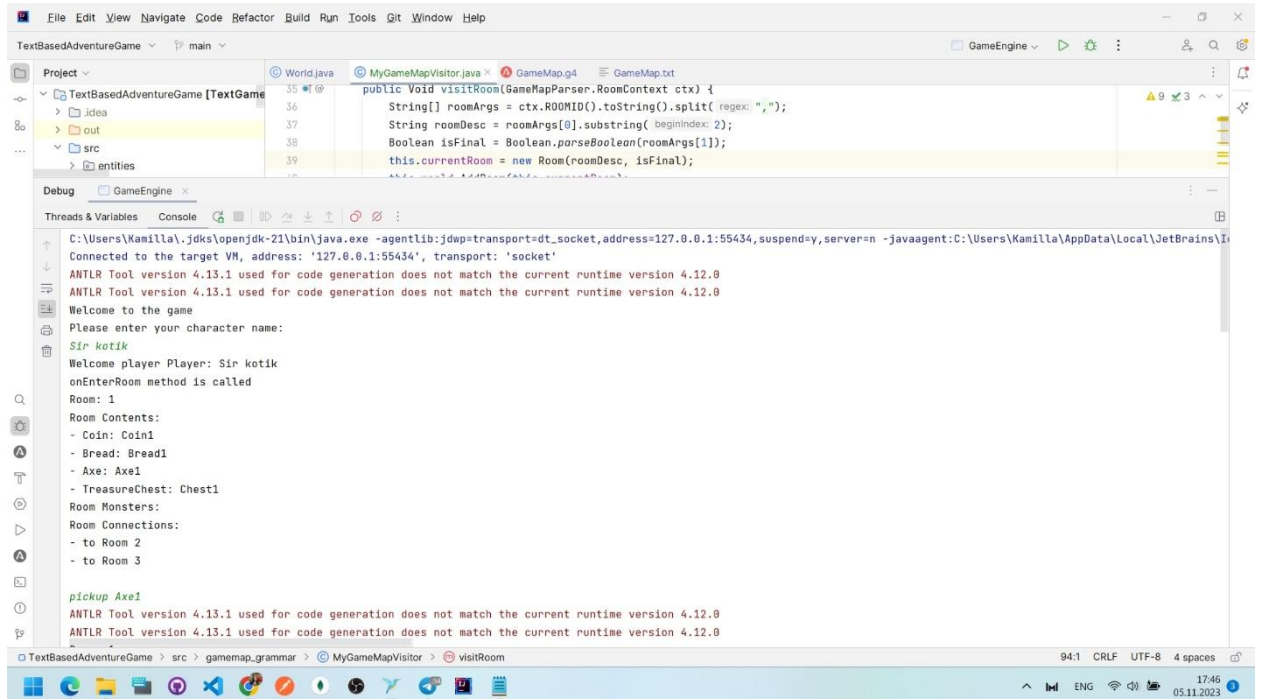In case you don't have access to my repo please let me know, my email address:

zym2109@autuni.ac.nz

kamilla.tazieva26@gmail.com
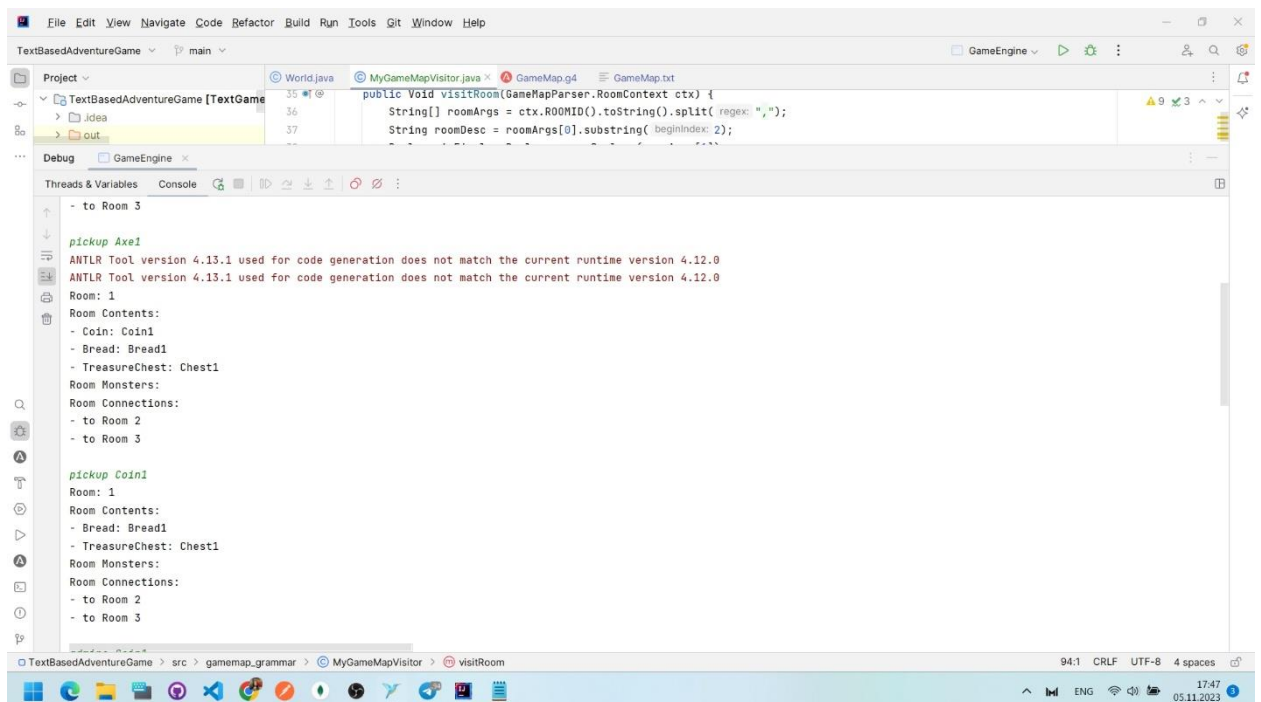

Example how I played in Text Based Adventure Game:

1. Type Player's name

2. Enter "pickup Axe1" command and after that enter "pickup Coin1" - pick up an item in the room and add to the inventory.

3) Enter "admire Coin1" -

Enter "door 3" – open door labeled 3 and enter room, and player got the message "Monsters won't let you escape".

Enter "battle Zombie1" – battle the Zombie with id1 using fists of fury, because I forgot to wear Axe1, and player got message "Battle started."

Enter "attack" 2 times – attack the Zombie using fists of fury and player got message "Monster HP(HealthPoints):3 and player's HP(HealthPoints):89" and the 2ⁿᵈ message "Monster's HP: 0. Monster is dead".

4) Enter "door 3"- open door labeled 3 and enter the room.

And then got "You won!" message because it was final room and player killed the monster.

My list of commands:

1) Explore Mode

door	Opens a door labeled n and enter the room

pickup	Pick up an item in the room and add to the inventory
describe	Describes the room, list pickups on the floor and doors available
admire	Admire a valuable pickup in the inventory to increase confidence. The valuable may be used to increase confidence, and it is not removed from the player's inventory
eat	Eats a food pickup in the inventory to increase health points. Once eaten, the food is removed from the player's inventory.
stats	Display player's health and confidence points and inventory
wield	Player wields a weapon from the inventory for a battle Player wields fists of fury by default (does not appear in inventory)
open	Opens a treasure or war chest in the room. The content of the chest is placed in the player's inventory and the chest removed.
help	Displays commands in this mode

2) Attack mode

attack	Attacks the monster in the room using the wielded weapon
battle	Battle to start the battle with a monster.
wield	Player wields a weapon from the inventory for the battle Player wields fists of fury by default (does not appear in inventory)
help	Displays commands in this mode

In file GameMap.txt you can see how the Grammar works.