

- Start of Game

 Displaying Current Room:

```
* * *
| I |
* - *
```

This room is an entrance.
 It contains nothing

 Map of Dungeon

```
[0,0][0,1][You][0,3][0,4]
[1,0][1,1][1,2][1,3][1,4]
[2,0][2,1][2,2][2,3][2,4]
[3,0][3,1][3,2][3,3][3,4]
[4,0][4,1][4,2][4,3][4,4]
```

Select an option:

1. Move
2. Open Rucksack
3. Quit Game

-
- First move (South)

DungeonGame.py: Python application for a program in

Select a direction: S E W s

|-----|

Displaying Current Room:

```
* - *
| E |
* - *
```

This room contains the following:

+Items:

0

+Obstacles:

0

+Monsters:

0

+Pillar:

0

 Map of Dungeon

```
[0,0][0,1][0,2][0,3][0,4]
[1,0][1,1][You][1,3][1,4]
[2,0][2,1][2,2][2,3][2,4]
[3,0][3,1][3,2][3,3][3,4]
[4,0][4,1][4,2][4,3][4,4]
```

Select an option:

1. Move
2. Open Rucksack

-
- Encountering a room with obstacles and a pillar (then opening rucksack)

DungeonAdventure [Java Application] C:\Program Files\Java\jre1.6.0_

Select a direction: N S E s

|-----

Displaying Current Room:

* _ *

* M |

* _ *

This room contains the following:

+Items:

0

+Obstacles:

Pit. It deals 13 damage

Pit. It deals 7 damage

+Monsters:

0

+Pillar:

Abstraction Pillar

Jo has encountered a pit

Jo has taken damage! Jo experienced <13> damage

Jo now has 47 health points remaining.

Jo has encountered a pit

Jo has taken damage! Jo experienced <7> damage

Jo now has 40 health points remaining.

Jo found : Abstraction Pillar!

Jo found : Abstraction Pillar!

Map of Dungeon

[0,0][0,1][0,2][0,3][0,4]

[1,0][1,1][1,2][1,3][1,4]

[You][2,1][2,2][2,3][2,4]

[3,0][3,1][3,2][3,3][3,4]

[4,0][4,1][4,2][4,3][4,4]

Select an option:

1. Move

2. Open Rucksack

3. Quit Game

2

|

*****~Rucksack~*****

No Items to Show

Number of Pillars: 1

-
- Showing room with monster, battle immediately begins after picking up items/pillars or experiencing obstacle damage

```

-----
1
Select a direction:N S E W e
|-----
Displaying Current Room:

* - *
| M |
* - *

This room contains the following:
+Items:
Attack Speed Potion. It increases attack speed by 1 points
+Obstacles:
0
+Monsters:
Gnarltooth the Gremlin
+Pillar:
Polymorphism Pillar
-----
Jo picked up the following: Attack Speed Potion. It increases attack speed by 1 points

Jo found : Polymorphism Pillar!

Jo battles Gnarltooth the Gremlin
-----
Number of turns this round is: 1
1. Attack opponent
2. Special attack on Opponent
Choose an option:
•
Game continues after battle (Monster dropped a potion after it died) (this is room [2][3])
Select Special Attack:
1. Crushing Blow
2. Surprise Attack
3. Increase Health Points
1
Jo lands a CRUSHING BLOW for 133 damage!
Gnarltooth the Gremlin has taken damage! Gnarltooth the Gremlin experienced <133> damage
Gnarltooth the Gremlin now has 0 health points remaining.

Gnarltooth the Gremlin has been killed :-(
Jo was victorious!

Gnarltooth the Gremlin dropped a healing potion!
Jo picked up the potion.
-----
Map of Dungeon

[0,0][0,1][0,2][0,3][0,4]
[1,0][1,1][1,2][1,3][1,4]
[2,0][2,1][2,2][You][2,4]
[3,0][3,1][3,2][3,3][3,4]
[4,0][4,1][4,2][4,3][4,4]

Select an option:
1. Move
2. Open Rucksack
3. Quit Game
-----
•

```

- leaving room [2][3] then coming back to show that rooms become empty after hero interacts with it

```
|-----
Displaying Current Room:

* - *
| E |
* - *

This room contains the following:
+Items:
0
+Obstacles:
0
+Monsters:
0
+Pillar:
0
-----
-----
Map of Dungeon

[0,0][0,1][0,2][0,3][0,4]
[1,0][1,1][1,2][1,3][1,4]
[2,0][2,1][2,2][You][2,4]
[3,0][3,1][3,2][3,3][3,4]
[4,0][4,1][4,2][4,3][4,4]

Select an option:
1. Move
2. Open Rucksack
3. Quit Game
-----
```

- ---
- Showing Rucksack after picking up all 4 pillars and after drinking a health potion

```
*****~Rucksack~*****
-Attack Speed Potion x1
-Health Potion x2
-----
Number of Pillars: 4
*****
```

```
Type in the name of the item that you would like to use
Type 'e' to exit
Health Potion
Jo has added 6 health points
Total health points 169
```

```
*****~Rucksack~*****
-Attack Speed Potion x1
-Health Potion x1
-----
Number of Pillars: 4
*****
```

```
Type in the name of the item that you would like to use
Type 'e' to exit
```

- ---
- Exit is found and asks user if they would like to leave, then prints the entire game after telling the user they've won or lost

```
Select a direction:N S E W w
```

```
-----  
Displaying Current Room:
```

```
* - *  
| O |  
* - *
```

```
This room is an exit.  
It contains nothing
```

```
-----  
This is the exit. Would you like to leave? Enter 'y' to exit. Anything else to continue
```

```
y  
You've found all the pillars! You've won the game!  
End of game.
```

```
-----  
Printing entire dungeon:
```

```
-----  
Room: [0][0]
```

```
* * *  
* E |  
* - *
```

```
This room contains the following:
```

```
+Items:
```

```
0
```

```
+Obstacles:
```

```
0
```

```
+Monsters:
```

```
0
```

-
- Different game, if user exits without all pillars they lose

```
Select a direction:N S E W e
```

```
-----  
Displaying Current Room:
```

```
* - *  
| O |  
* - *
```

```
This room is an exit.  
It contains nothing
```

```
-----  
This is the exit. Would you like to leave? Enter 'y' to exit. Anything else to continue
```

```
y  
Are you sure? You do not have all the pillars of oo. Enter 'y' to exit. Anything else to continue.
```

```
y  
You lose  
End of game.
```

```
-----  
Printing entire dungeon:
```

```
-----  
Room: [0][0]
```

```
* * *  
* C |  
* - *
```

```
This room contains the following:
```

```
+Items:
```

```
Health Potion. It increases health by 11 points
```

```
+Obstacles:
```

```
0
```

-

- Different game, movement allowed is based on location, movement doesn't occur unless proper direction is entered

Map of Dungeon

```
[0,0][0,1][0,2][0,3][0,4]
[1,0][1,1][1,2][1,3][1,4]
[2,0][2,1][2,2][2,3][2,4]
[3,0][3,1][3,2][3,3][3,4]
[4,0][4,1][4,2][4,3][You]
```

Select an option:

1. Move
2. Open Rucksack
3. Quit Game

1

Select a direction:N W e

Select a direction:N W s

Select a direction:N W 9

Select a direction:N W asdasd

Select a direction:N W n

|-----

Displaying Current Room:

```
* _ *
```

```
| ! *
```

```
* _ *
```

This room contains the following:

+Items:


0

+Obstacles:

Poison arrows. They deal 10 damage

+Monsters:

0

- 


```
+Monsters:
0
+Pillar:
0
-----
jo has encountered poison arrows
jo has taken damage! jo experienced <10> damage
jo now has 50 health points remaining.
```

```
-----
Map of Dungeon
```

```
[0,0][0,1][0,2][0,3][0,4]
[1,0][1,1][1,2][1,3][1,4]
[2,0][2,1][2,2][2,3][2,4]
[3,0][3,1][3,2][3,3][You]
[4,0][4,1][4,2][4,3][4,4]
```

```
Select an option:
```

1. Move
2. Open Rucksack
3. Quit Game

-
-