

## Cs 021 F Final Project Summary Document

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We created a text-based action-adventure game called Prison Escape where the player must escape from prison while fighting enemies and, later, a final boss. The player, depicted as a human character, is captured by an elven-dwarven faction, where they are sentenced to death by combat. After winning the first fight, a spirit helps the hero escape from their cell by giving them a sword, a shield, and a key as well as the ability to heal themselves. The hero must immediately fight a dwarf. The hero is then given the choice between one of two hallways, one of which has an enemy, either a dwarf or an elf. There are two more hallway choices after this for a total of 14 hallways ( $2+4+8$ ). If the hero successfully escapes the prison, they have to fight a final boss. If the hero successfully beats the final boss, they win the game. If the hero loses at any point (their health is at or below 0), they restart at the beginning.

We chose to create a text-based game because we thought it would be fun and challenging, but not overly difficult. When we were kids, we grew up playing role-playing games like Pokémon and liked the strategy aspects of those games. We hoped to replicate this by creating Prison Escape.

### Testing Instructions

- Step 0: Open the file “text\_adventure.py”
- Step 1: Enter “1” to start a new game
- Step 2: Enter your name and stats (attack, defense, and speed) as prompted
- Step 3: After reading background information and information regarding move options, use this tutorial fight to get familiar with combat in the game

- It will take at least 2 sword swings to defeat the tutorial enemy, depending on the hero's attack stat.
- The tutorial enemy has no Move Options.
- Step 4: Press enter as prompted until you reach the battle against the first Dwarf
  - If you only Sword Swing, the hero should defeat the Dwarf easily but will likely have to heal in the next battle.
  - Dwarf Move Options
    - Regen restores 0.5 health points per turn to the Dwarf. The Dwarf is more likely to use Regen during the first four turns.
    - Power-Up determines how much damage the Dwarf's Axe Swing will hit for. If the Dwarf uses Power-Up twice, Axe Swing will do twice normal damage (if the Dwarf uses Axe Swing without using Power-Up, no damage will be dealt). The Dwarf is more likely to use Power-Up during the first four turns.
    - Spider-Dwarf doubles the Dwarf's speed. The Dwarf is more likely to use Spider-Dwarf during the first four turns.
    - Dodge allows the Dwarf to avoid taking damage for a turn. If unsuccessful, the hero's attack will deal twice normal damage. The Dwarf is more likely to use Dodge after the first four turns.
    - Axe Swing deals normal damage to the hero modified by the number of Power-Ups. The Dwarf is more likely to use Axe Swing after the first four turns.

- Step 5: After defeating the first dwarf, choose either Hallway 1 or Hallway 2 as prompted. Repeat until the hero escapes the prison (3 hallways). Some of these hallways have enemies that the hero will have to fight.
  - The odd hallways are all safe (i.e, no enemies), so choosing Hallways 1, 3, and 7 will allow the hero to escape the prison without fighting enemies.
  - There is no benefit to fighting optional enemies.
  - Elf Move Options
    - Bow and Arrow deals normal damage. The Elf will not use Bow and Arrow after the first turn. The hero cannot attack on the first turn
    - Sword Swing deals normal damage to the hero. The Elf is more likely to use Sword Swing after the first turn.
    - Heal restores 5 health to the Elf. The Elf is more likely to use Heal after the first turn.
    - Parry allows the Elf to avoid taking damage for a turn. If unsuccessful, the hero's attack will deal twice normal damage. The Elf is more likely to use Parry after the first turn.
    - Parry+Heal allows the Elf to avoid taking damage while restoring 5 health. If unsuccessful, the hero's attack will deal three times normal damage. The Elf is more likely to use Parry+Heal after the first turn.
- Step 6: The hero will face a final boss after escaping the prison (3 hallways). Fight this like a normal enemy.
  - The Boss Elf has the same Move Options as the Elf.

- Step 7: Press enter as prompted