Summary

Project: Zuul

Title: Bitterblack Isles

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Expansions: Sounds

Restricted doors

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Our implementation is a dungeon where you fight a boss in the final room. We added sounds for immersion and restricted doors to make it harder to get to places.

Expansions

Sounds:

For sounds we had to add a sound class which contains the sounds that could be played.  
the game class is responsible for adding the sounds to the different commands.  
because the game class is responsible for the sounds and there is only one dependency to sounds.

Restricted doors:

For the restricted doors we added a doors class which creates a door between two rooms with an optional item called key that can lock the doors. For this we had to change the exit strings completely and replace them with doors.

Boss fight :

For the boss fight we added a boss class which has the commands for how the boss functions in it. The stats of the boss are put in the stats class, the commands to get the name of the boss and its statistics are also in the stats class.

Particularities

In the book the game class is responsible for creating the rooms and setting the exits, in our version we added a new class called scenario which sole purpose is creating the rooms, setting the door exits and adding items to the room.

The NPC class :   
Even though the NPC class exists and there is an NPC there is currently no way to interact with the NPC nor does he do anything in the game. We stopped making the NPC because we found other more important things to put into the game.

Example uses:

To see the expansions once you start-up the game enter go south and then you’ll see that you can’t go south until you get the harbour key. The other expansion sound will be noticed once you go through a door, take an item, eat an item, drink a potion, going up and taking damage.

Shortest path to exit:

Go south

Go south

Go west

Go west

Go up

Take sanctumkey

Go up (going up is optional

* Take vaultkey
* Go down

Go down

Go east

Go down (going down the vault is optional)

* Take armor (optional, improves your change at beating the boss)
* Take sword (optional, improves your change at beating the boss)
* Go up

Go east

Go east

Go east

Attack demon (repeat until he is dead)

Take corridorkey

Go east

Take stone

Use stone