Dancing with the Stars Adventure Game User Manual

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**Introduction**

Welcome Dancing With The Stars Celebrity! In this game, we mimic the show Dancing with the Stars by playing an interactive game. This adventure will challenge your navigation, logic, creativity, and dancing skills as you navigate through multiple dance studios, gather dance costume pieces, learn different dance moves, and perform dances in multiple styles. All of these steps are in an effort to win the coveted Len Goodman Mirrorball Trophy and become the next winner of Dancing with the Stars. Do you have what it takes? Let’s find out!

**How To Win**

1. Collect All Costume Pieces (Items)
2. Learn All Dance Moves
3. Score at least 18 points by performing.

**After completing these steps, then you are the next champion of Dancing with the Stars and win the coveted Len Goodman Mirrorball Trophy!**

**Commands**

**Command Prompts to Type into Terminal:**

1. Open the Prolog interpreter intended to use.
2. Navigate to the directory that holds the file. Type cd then the path to your file.
3. The command prompt will be swipl -s csci4342\_hw4.pl.

**Navigation**

In the game, there are series of unique commands to help navigate the player throughout the dance studios. The available commands and their explanation are provided below. Every command MUST be followed by a period, or the command will not run until a period is entered.

start. – Begins the game, printing a series of explanations and suggested next steps.

look. – Peeks to investigate another room and provides a description

take(item). – Will pick up an item. Replace item with the item you would like to collect.

go(direction). – Moves player between rooms.

learn\_move(move). – A player learns a dance move to use in the routine.

perform. – Executes the dance routine for the current room’s style. Judges score your performance.

win. – Checks to see if you have enough points to win the game.

help. – Displays help with commands anytime needed while playing the game.

halt. – Ends the game and exits the file.

Directions

1. N - north
2. E – east
3. S – south
4. W - west

Items

1. dance\_shoes
2. tango\_top
3. cha\_cha\_pants

Moves

1. proper\_frame
2. cumbia\_step
3. flick\_step

Dances

1. Salsa – Earns 8 points.
2. Tango –Earns 10 points.
3. Cha Cha –Earns 9 points.

Dance Studios

1. Ballroom – This is the room that the player begins in. Dance\_shoes are located here. No dances or moves are performed here.
2. Salsa Casa – There are no items here. The cumbia\_step dance move can be learned here, and the salsa can be performed here to gain points.
3. Tango Studio – This is where the tango\_top item is located as well as the proper\_frame dance move is learned. The tango can also be performed here to get points towards winning.
4. Cha Cha Chamber – The cha\_cha\_pants are found here. The flick\_step dance move can be learned here and the cha cha can be performed to gain points.