Starting the clients and server

Open a Terminal and run the file called textRPG_server.py with the command:
> **python textRPG_server.py localhost**

This will start the server. Do this before running the clients.

NOTE: If you have multiple versions of python installed, you need to specify Python 3. If you know where the .exe file is on your machine, you can temporarily make it the default by running:
> **set PATH=<PATH TO PYTHON 3 FOLDER ON YOUR MACHINE>\;%PATH%**

and replacing everything between (and including) the <>'s with the path.

Then open PyCharm (or some other program which lets you run Python files) and run the file called textRPG.py, or in another terminal, run the command:
> **python textRPG.py localhost 4321**

NOTE: localhost and the port number (4321) are actually hardcoded right now for the sake of avoiding errors, but the two files must still be run with the correct number of commands or the program will not start.

If you want to play with more than one player, open another terminal window or press play again on textRPG.py in PyCharm and another player client will open.

Setting up a character and playing the game

Instructions will print to the screen upon starting a client window, telling you that typing (without the quotes) "show help" will print all the valid commands and their expected formats to the screen, and typing "quit game", "end game", or "game over" will end the game.

Just beneath that, you will be asked to enter a name for your character. Names must be unique and not contain spaces. If you enter a name which already exists, the server will load that player's saved data and you may continue playing.

Note: If your character was dead, you will be revived with 25 health (instead of 100), in the default room.

If you load a character, you will restart where you last were. If not, you will start in the default location, a room called Living Room, in a house. Then you can begin moving around the game. For example, typing "go north" will take you to the Bathroom. Going south (to return to the Living Room) and then south again will take you out to the street.

In any of these rooms, typing "look around" will give you the description of the room you're in.

If you're in a room with an item, such as the book in the starting Living Room, typing something like "get book" will add the book to your inventory, and once you have it, typing "drop book" (or the name of any other item in your inventory) will drop that item in the current room.

Note: When you die, all your items are dropped in your current room, *unless* you're in a room such as Pitch Black or the Basement, where items may be needed to enter that room. Then they're dropped in a neighboring room.

If you go to the Tavern (found by going south, south, west, starting at the Living Room you began in), you can type "talk Vivi" or "talk Bartender" to talk to the two characters present. Instructions will print on how to keep talking to them.

If you get to the edge of the map, the map will loop at that position until you choose a direction to go that will not take you off the map. There are also two locations that will eventually kill you, and for now that can trap you there with no exits.

If you enter a room with another non-NPC player in it, you cannot talk to them, but you can type "fight [player name]" to fight them. Each attack does 25 damage, and every player starts (on creation) with 100 health. If you die and revive, you have 25 health. (Currently there is no way to regain health.)

Most useful commands

Use/activate [item]
Unuse/deactivate [item]
Go [direction, e.g. north/up/down]
Talk [NPC name]
Fight [player name]

Most useful directions (all beginning from the default Living Room)

West = Bedroom (has (x3) rope if not picked up)
South, south, south, east, south = Pitch Black (beware)
South, south, south, south = The Pit (cannot exit without a rope)
South, south, west = Tavern (has key if not picked up)
South, south, east, east = Living Room (not the starting one) (has flashlight if not picked up)
South, south, east, east, down = Basement (if has key as active item)

Note: If a player has an item, it will no longer be on the map!

Notes

The characters created by default are "lulu", "bob", "unicorn", and "squiggles". Squiggles has some interesting items, courtesy of Alec, Bob has a torch, and Unicorn has a torch.
Lulu is recommended for getting stuck in the Pit, and Bob or Unicorn for not getting killed in Pitch Black. (The Grue in it automatically kills you if you don't have a flashlight or torch in your active items.)

Note: A "grue" is a monster found in the original text-based RPGs, which kills you instantly if you enter a dark room without using some sort of light source.

Ending the game

As a player, type "quit game", "end game" or "game over" at any time (while not in a conversation) to quit the game.

In the server's terminal screen, press Ctrl+C to save the game and exit. (Disconnect all players first, please.)