

Team 21 - The Endless Abyss

Week 9:

Hosting URL:

the-endless-abyss-seeded.web.app

To run backend tests:

1. Move to the backend directory.
2. Run: npm install
3. Run: npm run test

Instructions:

Account Creation

1. Load the url: the-endless-abyss-seeded.web.app
2. Select the sign up link
3. Enter a
 - a. Unique username
 - b. Password
 - c. Email
4. Account Creation is complete and your redirected to the main screen

Logging in

1. Load the url: the-endless-abyss-seeded.web.app
2. Enter a valid username, password and click login
3. Login complete and your redirected to the main screen

Account Recovery

1. Load the url: the-endless-abyss-seeded.web.app
2. Click the forgot password link
3. Provide an email to an existing account
4. An email will be sent for an existing account
5. The password provided is the new account password
6. After email is sent the user will be redirected to login and can use their new password

Playing the game

1. Successful Login
2. Select either the new game button or continue button.
 - a. If there is no existing current game a fresh game will be made
 - b. Fresh game must start with 100 health, 20 gold, and an empty inventory
3. The user will be provided a list of options, click on 1 of the provided options to continue.

4. The game will continue to provide options and results to those options until the player wins or losses

Scoreboard

1. Successful Login
2. Navigate to the scoreboard page
3. A list of all high scores will be displayed
4. You can also filter out all scores that are not your own

Trophy

1. Successful Login
2. Navigate to the trophy room
3. The trophies the user has collected will be displayed in all their shiny glory.

Useful things to know

1. While playing the game some rooms will have more or less options depending on the inventory and current state of the player.
 - a. Example. The user in the chest room with a rope will be given the option to tie the chests together and drag them out.
 - b. Example. The user will only be given the option to leave the shop if they have no money.
2. While playing the game some small conditions will lead to earning a trophy.
 - a. Example. If the user ever gets down to 1 HP they will receive the 'on the brink' trophy.
3. The game will end if the player runs out of HP (HP == 0)
4. Users should always start the game with health == 100, gold == 20, and inventory is empty