

Team 21 - The Endless Abyss

Week 9:

Hosting URL:

the-endless-abyss-seeded.web.app

Server URL:

<https://shielded-citadel-08150.herokuapp.com>

Instructions:

If server crashes:

Email: compton0@purdue.edu and ask to restart the server.

(This will be obvious if you are getting status 503 as a response from the server and/or if the overall website stops responding as a whole.)

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

Game State Testing:

1. Room 1 - The Cave of the Troll

a. Description: This is a room with a troll. He is menacing.

b. Player Options

i. Attack the troll

1. Result with sword or magic sword: "You swing your sword at the troll and bring him down, ensuring he will never insult your family."
2. Result without swords: "As you lunge and attempt to punch the troll in the face, he swiftly dodges and then proceeds to call your mom ugly. Your pride is utterly destroyed. (-30 Health)"

ii. Run around the troll

1. Result: "You sprint around the troll and avoid his immature insults, but you twist your ankle on a rock. (-10 Health)"

iii. Bribe the troll (If player has at least 20 gold)

1. Result: "The troll accepts your bribe and proceeds to go on his laptop to buy bathwater. While he's distracted you walk past him. (-20 Gold)"

2. Room 2 - The Pit

a. Description: You enter a rectangular chamber with a threatening pit separating one side of the room from the other.

b. Player Options

i. Jump over the Pit

1. Result: "You try to jump over the pit, but fall short of the other side. The pit isn't as deep as you thought, but you hurt your legs falling. Next to you lies an unlit torch. You pick it up and right after a stalactite comes crashing down where the torch previously lay. You then climb out of the pit and reach the other side. (-10 Health) (+Torch)"

ii. Climb down the Pit

1. Result: "The pit isn't as deep as you thought. You climb down and see an unlit torch in the middle of the room. As you walk toward it to pick it up, a stalactite comes crashing down and breaks the torch into pieces. You then climb out of the pit, unscathed, and reach the other side."

iii. (If player has Large Plank Item) Use Large Plank to go over the pit

1. Result: "You lay the Large Plank down and it barely reaches the other side of the pit. You walk across cautiously trying as hard as you can not to look down. You make it across safely,

but when you attempt to pick the plank up, a stalactite comes crashing down breaking the plank in half. (-Large Plank)"

3. Room 3 - The Storage Room

a. Description: You enter a small room with 3 chests lying in front of you

b. Player Options

i. Open the first chest

1. Result: "You open the first chest and find 15 gold inside. Then the room begins to shake and a hidden door opens up. You run to the door as the room collapses behind you. (+15 Gold)"

ii. Open the second chest

1. Result: "You open the second chest and find a health potion inside. You are so excited that you drink it immediately. Then the room begins to shake and a hidden door opens up. You run to the door as the room collapses behind you. (+15 Health)"

iii. Open the third chest

1. Result: "You open the third chest and find a Chicken Leg inside. You're not hungry so you save it for later. Then the room begins to shake and a hidden door opens up. You run to the door as the room collapses behind you. (+Chicken Leg)"

iv. (If player has Rope) Use Rope to tie chests together

1. Result: "You use the rope to tie all 3 of the chests together and then the room begins to shake and a hidden door opens up. You pull the chests through the door as the room collapses behind you and barely save them and more importantly yourself. The rope breaks in the process, but you find gold, a health potion, and a Chicken Leg. You're hungry after almost being crushed so you drink the health potion but save the Chicken Leg. (+15 Gold) (+15 Health) (+Chicken Leg)"

4. Room 4 - Hallway Merchant

a. Description: While walking between chambers, you run into a strange homunculus creature and he offers you his wares.

b. Player Options

i. (If player has at least 10 gold) Purchase Rope (10 gold)

1. Result: "You purchased Rope. (+Rope)"

- ii. (If player has at least 15 gold) Purchase Flashbang (15 gold)
 - 1. Result: "You purchased a Flashbang. (+Flashbang)"
- iii. (If player has at least 15 gold) Purchase Medkit (15 gold)
 - 1. Result: "You purchased a Medkit. (+15 health)"

5. Room 5 - The Greenhouse

- a. Description: You enter a room covered in vines and old pots, a single beam of light illuminates a very hungry-looking plant.
- b. Player Options
 - i. (If player has Fun Puns book) Read aloud a funny pun from Fun Puns
 - 1. Result: "You quickly flip through the book before proclaiming, Everyone remain calm, the plant stops for a moment before giggling with delight as you quickly exit the room."
 - ii. Walk around the plant
 - 1. Result: "The plant attempts to get your attention asking you to feed him, you quickly slink out of the room before becoming lunch, not before getting cut on a thorn. (-5 Health)";
 - iii. (If player has Chicken Leg) Throw a Chicken Leg
 - 1. Result: "The plant ignores the Chicken Leg and attacks you. (-15 Health)."
 - iv. Throw a rock at the plant
 - 1. Result: "You throw a nearby rock as hard as you can, and all it seems to do is make the plant angry as he takes a bite out of you. (-25 Health)"

6. Room 6 - The Mysterious Woman

- a. Description: A cloaked woman asks you a riddle. "What was never scared but became petrified, can't make a bird but can make a bat, can't live in a house but would die to have one. What is it? a bird but can make a bat, can't live in a house but would die to have one. What is it?"
- b. Player Options
 - i. A scarecrow
 - 1. Result: The woman unleashes a swarm of bats that scratch and scrape you. (-10 Health)
 - ii. A mountain
 - 1. Result: The woman pickpockets you and vanishes. (-10 Gold)
 - iii. A Tree

1. Result: Correct! The mysterious woman lets out an evil laugh and disappears.
- iv. (If player has Fun Puns) Offer "Fun Puns" to the woman
 1. Result: "Nothing happens"

7. Room 7 - The Snow Caverns

- a. Description: As you move forward, a frigid wind bellows from a room covered in ice and deep fissures.
- b. Player Options
 - i. Inspect the fissures.
 1. Result: (If player has money) On closer inspection you find that the ground is particularly slippery and you fall in. You hear some coins fall out of your pockets as you slide down. (-10 Gold)
 2. Result: (if player doesn't have) On closer inspection you find the ground is particularly slippery and you fall in. You may have lost some coin if you had some.
 - ii. Trudge through the ice and snow.
 1. Result: Its cold and brutal but you get through the room, after losing a toe or two. (-20 health)
 - iii. (If player has "Torch") Light the torch and continue
 1. Result: Quick on your feet, you light up a torch and pass through remaining warm along the way. (-Torch)

8. Room 8 The Dining Chamber

- a. Description: You enter a feasting hall of immense size. Food is spread across an ancient dining table in a rotten display with flies and webs adorning it.
- b. Player Options
 - i. Try the cuisine.
 1. Result: The food is rancid and rotten, what possessed you to eat it. (-15 Health)
 - ii. Try the drinks.
 1. Result: While the fluid is vile something interesting was at the bottom, a Key. (+Key)
 - iii. Survey the cutlery.
 1. Result: The food may have gone bad, but their coin has not. (+5 Gold)

- iv. (If player has "Chicken Leg") Leave an offering for the long lost feast.
 - 1. Result: A great fly with a crown appears and nods in thanks and points you toward a hidden stash of gold on the table. (+25 Gold) (-Chicken Leg)

9. Room 9 - The Well

- a. Description: You enter a mostly circular room with a well in the middle.
- b. Player Options
 - i. Drink some water from the well
 - 1. Result: The water is refreshing and fills you with strength. (+10 Health)
 - ii. (If player has at least 1 coin) Toss a coin into the well
 - 1. Result : As you throw the coin down you hear a yelp and immediately after a Sword comes flying up. Maybe look before you wish. (-1 Gold) (+Sword)
 - iii. (If player has "Rope") Travel down the well.
 - 1. Result: You descend down the well until you meet a large snail, he greets you kindly as he states his name Keven.

10. Room 10 - The Library

- a. Description: You enter a small library with books lining the shelves. A small goblin sprawled across the floor in a corner is laughing to himself as he reads.
- b. Player Options
 - i. Attempt to sneak past the goblin without disturbing him.
 - 1. Result: As you begin to sneak around, the goblin notices you. He appreciates you being quiet in the library and points you toward a small box that contains a Key. (+Key)
 - ii. Ask the goblin what he is reading.
 - 1. Result: You jaunt up to the goblin and you startle him. The goblin explains how he's been reading a book about anti gravity saying "It's impossible to put down". You cringe so hard that you hurt yourself. (-10 Health)
 - iii. (If player has "Sword") Attack him, sword in hand.
 - 1. Result: You raise up your sword and rush the goblin. In his shock, the goblin reaches for his books and begins to pelt you with them, bruising you badly. You slice and dice through the books and reach the goblin stabbing him. Before

his final breath he mumbles, \"You really get to the point...\"
(+30 Gold) (-10 Health)

- iv. (If player has \"Flashbang\") Throw the flashbang
 - 1. Result: You pull the pin and the whole room goes white. The goblin panics, you panic, and the shadow monster in the corner panics. You quickly realize there is a shadow creature in the corner and run to safety with your soul partially consumed. (-30 Health) (-Flashbang)

11. Room 11 - The Corridor

- a. Description: You are walking through a corridor, and realize that it seems familiar, but a door is in the wall that you haven't seen before. Does this maze of rooms ever end?
- b. Player Options:
 - i. Turn back.
 - 1. Result: You try to turn around, but somehow end up in a different room.
 - ii. Keep going.
 - 1. Result: You continue forward and try to keep your lurking thoughts of dread at bay.
 - iii. (If player has \"Torch\") Light your torch.
 - 1. Result: I never said the hallway was dark. You waste a torch. (-Torch)
 - iv. (If player has \"Key\") Open the door.
 - 1. Result: You turn the key and it breaks as you unlock the door, but you are still able to open it and find a shiny object inside. (+ Diamond)

12. Room 12 - Snail Racing

- a. Description: As you continue on, you begin to hear thunderous applause and cheering. You have to squint as you walk into a large, brightly lit room. As your eyes adjust, you realize that you have stumbled upon an underground snail racing operation.
- b. Player Options:
 - i. (If player has 10 gold) Bet 10 gold on the green snail. (Consistent 3:1)
 - 1. Result: (Based off of randomness if you win or lose)

- a. Win: The green snail maintains a slow and steady pace, and after about 10 hours of waiting for it to finish the 10th lap you win your bet! (+30 Gold)
 - b. Lose: You think you're about to win, but the blue snail pulls ahead at the last hour. (-10 Gold)
 - ii. (If player has 10 gold) Bet 10 gold on the blue snail. (Underdog 6:1)
 - 1. Result: (Based off of randomness if you win or lose)
 - a. Win: Some of the other crowd members start to get rowdy when the race remains slow, and begin to hurl rocks at the racers, knocking out all but the blue snail. You win by default! (+60 Gold)
 - b. Lose: Come on, wasn't it clear that red was going to win? (-10 Gold)
 - iii. (If player has 10 gold) Bet 10 gold on the red snail. (Favorite 2:1)
 - 1. Result: (Based off of randomness if you win or lose)
 - a. Win: The red snail is clearly faster due to its color, and you make a small profit. (+20 Gold)
 - b. Lose: You fall asleep soon after the race starts, and after a full night's sleep, wake up to see that green has won. (-10 Gold)
 - iv. Leave and hope to come back when you have more coin.
 - 1. Result: You leave, wishing you had the time and money to partake in some good ol' snail racing wagers.

13. Room 13 - The Pool

- a. Description: You come upon some sort of pool, filled with water that appears to be emitting its own light.
- b. Player Options:
 - i. Walk into the pool
 - 1. Result: You feel rested and refreshed. (+10 Health)
 - ii. (If player has any gold) Make a wish. (-1 coin)
 - 1. Result: You lost a coin, but you gained a trophy!
 - iii. (If player has a "Sword") Place your Sword in the pool.
 - 1. Result: You place the sword in and watch for a few minutes as the water begins to whirl around it. It begins to change color and shape, and eventually the water stops moving. You pick it up and can tell that it has changed. (+ Magic Sword)

14. Room 14 - The Monster

- a. Description: As you creep through a dark hallway, you hear strange snarls and see what appears to be 4 red eyes. Before you can react a giant wolf-like creature leaps toward you.
- b. Player Options:
 - i. Run away.
 - 1. Result: As you run away, the beast scratches at you, managing to scrape your back before you are able to squeeze through a crevice in the wall. (- a random amount of Health)
 - ii. (If player has a "Sword") Swing your Sword at the beast.
 - 1. Result: You stab with your blade, wounding the beast, but it runs off with the sword still in its chest. You'll need something stronger to defeat it if you see it again. (-Sword)
 - iii. (If player has a "Magic Sword") Swing your Magic Sword at the beast.
 - 1. Result: As you swing your Magic Sword, beams of light burst out and blind the wolf, allowing you to swiftly cut through it. (+ Giant Wolf Claw)

15. Room 15 - Mysterious Room

- a. Description: You enter a dark room that looks like it has something written on the wall, but you are unable to read it.
- b. Player Options:
 - i. Move on.
 - 1. Result: You can tell that there is something special about this room, but not what or how to reveal it. You decide to move on.
 - ii. (If player has a "Torch") Light your torch.
 - 1. Result: After lighting the torch, you can see the inscription on the wall. It reads, 'Return here when you possess items of confusion, consumption, and climbing.' (- Torch)
 - iii. (If player has a "Sword") Swing your sword at the wall to try and break through it!
 - 1. Result: You swing the sword at the wall and it breaks. In hindsight, you realize that there was no other possible outcome from such an action. (- Sword)
 - iv. (If player has a "Rope", "Chicken Leg", and "Flashbang") Use AAALLLLL the items. (You should probably choose this option.)

1. Result: You somehow use this strange combination of items to complete an arbitrary quest designed by the 408 group.
You win! (The game then ends and proceeds to the post game screen)