Team RAN
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CS 467
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Mid-Point Project Check

Project Status:

Our team is currently half-way into the project. We have an interactable demo, which would display our progress and integration of game assets have been completed so far. Most of the work that has been done so far is in the backend for structuring rooms, quizzes, suspects, interactable objects and so on. Also, we created a command list for the player character to interact with the world by inspecting objects or traveling within rooms (following the map layout displayed below).

Lastly, we have been implementing some front end work such as utilizing ncurses, to create an interactable main menu, which would make our game more accessible and also prompt user on scenarios such as when screen size is too small.

At this point, our game engine is almost complete, and next steps would be finalizing the game design by utilizing the tools that we created..

Suspects Room

Level 1:
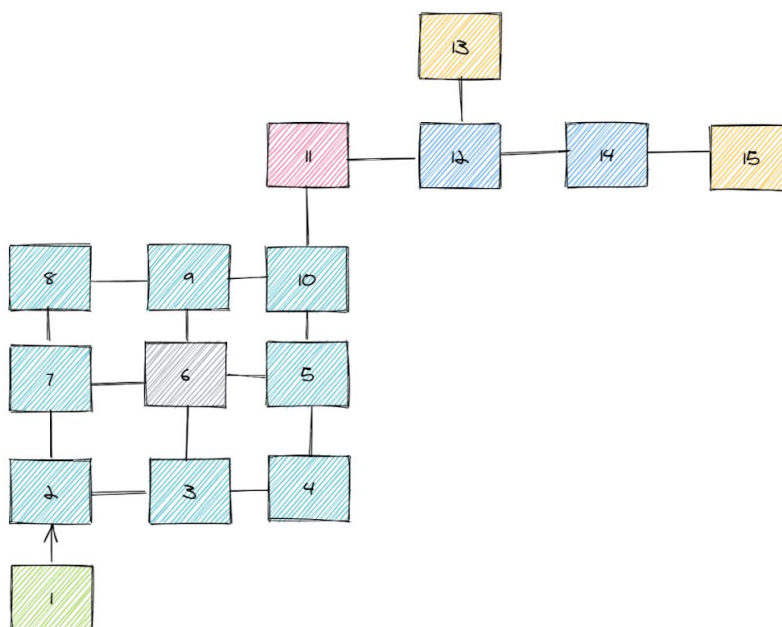General quiz rooms

Level 2:
General quiz rooms

Kitchen (Crafting Room)

Locked Room

Treasure Room with clues
for finding the murderer

13

11 — 12 — 14 — 15

8 — 9 — 10

7 — 6 — 5

2 — 3 — 4

1

User Instructions:

1. Put all of the source files on the flip server.
2. Enter the directory where files were located.
3. To compile the files, first type 'make'
4. To execute the game, type 'main'
5. If the console size is too small, the game will tell you to resize and execute the program again.
6. Use up/down arrows to navigate through the main menu.
7. Hit enter on a selected choice.
8. To start the game, hit any button after reading game info.
9. You will be placed in Room 1
10. Following commands work(command can be upper or lower case):
    a. look : will display room's long description
    b. go [north, south, east, west, 'Room (type room number, must be adjacent to current room, see map below for reference)']
    c. help : displays help list
    d. quitgame : Quits the game
11. Dummy commands: functions are available but currently have no usage outside of displaying message
    a. look at
    b. take
    c. inventory
    d. savegame

References

http://www.cs.ukzn.ac.za/~hughm/os/notes/ncurses.html
https://tldp.org/HOWTO/NCURSES-Programming-HOWTO/
https://www.youtube.com/watch?v=IV-OPQhPvSM&list=PL2U2TQ__OrQ8jTf0_noNKtHMuYlyxQl4v