

Team RAN

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CS 467

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Compile Instructions:

Unzip file contents into desired location

Enter into the new folder

To compile the game, simply use the command:

```
$ make
```

To run the game use the command:

```
$ ./main
```

Game Instructions Overview:

Game starts by giving the player access to an interactive main menu. Via the Game menu, the player has the option to Start a new game, Load a game or quit the program by using up and down arrows on the keyboard and “enter” on the selected option.



Goal of the game is to traverse the 15 rooms, solve their mysteries by interacting with available objects, gather clues about who is the murderer and accuse the right suspect. Game is over when the player accuses a suspect of committing the murder. If the correct suspect is selected, the player wins the game.

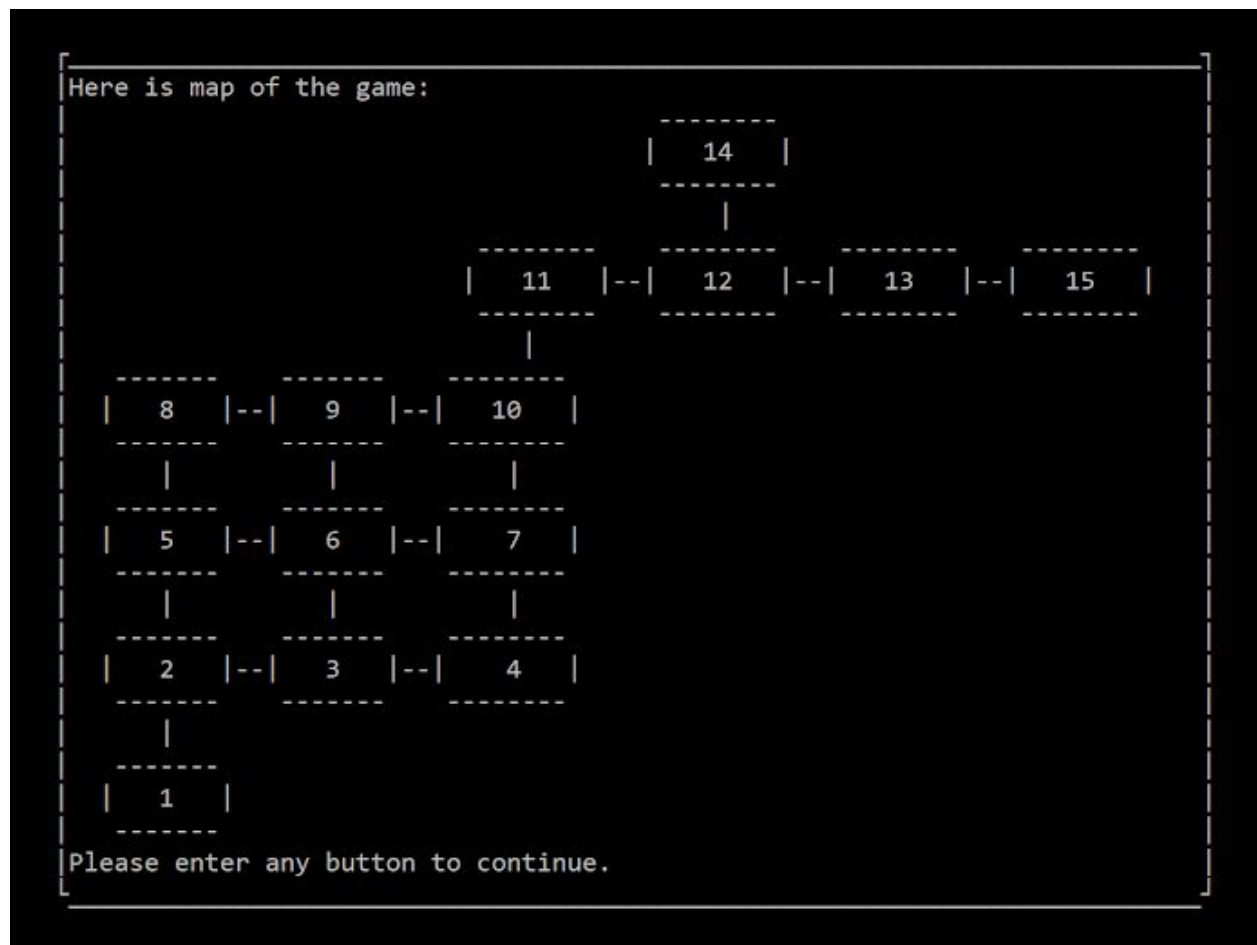
Upon starting a new game, the player will be placed in Room 1, which is the room with the list of all available suspects. To see the description of an interactable object (suspects in the case of Room 1) use the "look at xxx" command to see the description of the object. At any point, players could use the command "help" to see a list of available commands.

```
[These are available commands during gameplay.
1. look : This repeats the long explanation of the room
2. look at (object name): This gives an explanation of the object.
3. go (compass direction or exit description): This allows you to travel
   to adjacent rooms.
3. map : display the map of the rooms.
4. take (item name): This allows you to put an object in your inventory.
5. help : This will bring up the available commands during gameplay.
6. inventory : This will list the contents of your inventory.
7. savegame (save name): This will allow you to save your game.
8. quitgame : This allows the player to quit at any time.
9. accuse (suspect name): This allows you to accuse a suspect. Game is
   over after accusation.
10. question (suspect name): This allows you to question a suspect.
11. solve (quiz name) (answer): This allows you to solve a quiz.
12. drop (item): This allows you to drop an item in your inventory.
13. fasttravel room (number): This allows you to quickly go to a
   previously visited room
14. unlock (chest name): This attempts to unlock the chest.
15. open (chest name): This attempts to open the chest.
16. eat (item name) : This allows you to eat an item in your inventory.

Please enter any button to continue._]
```

When entering a Room for the first time, a long description of that room is displayed on the screen, as well as a list of available interactable objects in that Room. When visiting a Room that has been already visited, only a short description will be shown. In order to see the long description again and a list of interactable available objects, players should use the “look” command.

Every Room has available adjacent rooms listed on the top. Players can use the “go to room x” command to travel to that specific Room. Alternatively, “go north/east/south/west” could be used. If a room is already visited, “fasttravel room x” command can teleport the player back to the room. If you are feeling lost, use the “map” command in order to see the map of the rooms connected to each other.



To take an object and place it in inventory, the player can use the “take xxx” command and likewise, to drop an item player can use the “drop xxx” command. Dropped items will remain in the room in which they are dropped. To take a look at available items in inventory, use the “inventory” command. Some items, such as Apple and Cake are edible, to do so use the command “eat xxx” after adding them to your inventory.

If a room has a chest, the player needs to unlock it by having the correct key in their inventory prior to being able to open the chest. Chests include a clue about the murderer. Quizzes reward the player with a key which can be used to open the chest in that room. To solve a quiz use the command “solve quiz xxx yyyy”.

At any point in the game, if the player is ready to make the selection on which suspect committed the murder, “accuse xxx” command can be used, which would result in end of the game. There is a *hidden cheat* “frisk xxx” command, which could be used on any of the suspects. If the bloody knife is found on a suspect, that suspect committed the murder.

Game Instructions Step by Step commands:

Use the command lists below in order to go through all 15 rooms and solve all the puzzles to experience everything that the game has to offer:

1. Press Enter on “Start New Game”
2. Press Enter on the welcome screen
3. Type “look at Adam” and press enter to see description of Adam
4. Type “look at Sofia” and press enter to see description of Sofia
5. Type “look at Lucas” and press enter to see description of Lucas
6. Type “look at Daniel” and press enter to see description of Daniel
7. Type “look at Chris” and press enter to see description of Chris
8. Type “look at Jack” and press enter to see description of Jack
9. Type “look at Tina” and press enter to see description of Tina

Note: There is a hidden “cheat” command called Frisk that you can do on any of the suspects. If you don’t want to play through the entire game, you can do “frisk Sofia” and you can find a bloody knife, indicating that she is the one committing the crime, thus you can end the game early by doing “accuse sofia”. Otherwise, follow the steps below to experience all of the rooms in the game:

10. Type “go north” to travel to room 2
11. Press Enter
12. Type “solve math quiz addition” to solve the math quiz
13. Press Enter
14. Type “take key from room 2” to add the key to inventory
15. Press Enter
16. Type “unlock math chest”
17. Press Enter
18. Type “Open math chest”

19. Press Enter
20. Type "look at note from room 2" to view the first clue, hinting at the age of the murderer to be older than 22. Alternatively, use "take note from room 2" to add the note to your inventory
21. Press Enter
22. Type "go east" to travel to room 3
23. Press Enter
24. Type "solve chemistry quiz hydrogen" to solve the chemistry quiz
25. Press Enter
26. Type "take key from room 3" to add the key to inventory
27. Press Enter
28. Type "unlock chemistry chest"
29. Press Enter
30. Type "Open chemistry chest"
31. Press Enter
32. Type "look at note from room 3" to view the clue, telling us that the murderer does not wear anything pink. Alternatively, use "take note from room 3" to add the note to your inventory
33. Press Enter
34. Type "go east" to travel to room 4
35. Press Enter
36. Type "solve physics quiz true" to solve the chemistry quiz
37. Press Enter
38. Type "take key from room 4" to add the key to inventory
39. Press Enter
40. Type "unlock physics chest"
41. Press Enter
42. Type "Open physics chest"
43. Press Enter
44. Type "look at note from room 4" to view the clue, telling us that the murderer does not wear a jacket. Alternatively, use "take note from room 4" to add the note to your inventory
45. Press Enter

46. Type "go north" to travel to room 7
47. Press Enter
48. Type "solve Scrambled quiz esrever" to solve the Scrambled quiz
(the answer is the word "reverse" in "reverse")
49. Press Enter
50. Type "take key from room 7" to add the key to inventory
51. Press Enter
52. Type "unlock Scrambled chest"
53. Press Enter
54. Type "Open Scrambled chest"
55. Press Enter
56. Type "look at note from room 7" to view the clue, telling us that the
murderer is older than 45 (of course in reverse!). Alternatively, use
"take note from room 7" to add the note to your inventory
57. Press Enter
58. Type "go west" to travel to room 6
59. Press Enter
60. Type "take candle" to take the candle
61. Press Enter
62. Type "look at Trash" or "look at Tomato" alternatively if you want to
see their description
63. Press Enter
64. Type "go west" to travel to room 5
65. Press Enter
66. Type "drop candle" to see the objects in the room
67. Press Enter
68. You can do "look at" or "take" any of the objects in the room.
(Apple, Doctor Note)
69. You can eat Apple
70. Press Enter
71. Type "take candle" to take the candle
72. Press Enter
73. Type "go north" to travel to room 8

74. Press Enter
75. You can type "look at Poetry Book" and "look at communications book" for clues which tell you about how to deal with room 7 question being in reverse
76. Type "go east" to travel to room 9
77. Press Enter
78. Type "drop candle" to see the objects in the room
79. Press Enter
80. Type "look at parchment" for the clue that the murderer did not wear anything orange.
81. Press Enter
82. You can look at, take, or eat the orange if you want. ("Orange" you glad you found it??)
83. Press Enter
84. Type "take candle" to take the candle
85. Press Enter
86. Type "go east" to travel to room 10
87. Press Enter
88. Type "look at tiny bird" to learn what a bird sounds like (comes handy later on)
89. Press Enter
90. You can look at, or take any of the 3 animal toys if you want
91. Type "go north" to travel to room 11
92. Press Enter
93. Type "solve crime quiz false"
94. Press Enter
95. Type "take key from room 11" to add the key to inventory
96. Press Enter
97. Type "unlock crime chest"
98. Press Enter
99. Type "Open crime chest"
100. Press Enter

101. Type "look at note from room 11" to view the clue, hinting at the murderer **could be** wearing gloves since there are no fingerprints found. Alternatively, use "take note from room 11" to add the note to your inventory
102. Press Enter
103. Type "go east" to travel to room 12
104. Press Enter
105. Type "solve zoology quiz chirrup"
106. Press Enter
107. Type "take key from room 12" to add the key to inventory
108. Press Enter
109. Type "unlock zoology chest"
110. Press Enter
111. Type "Open zoology chest"
112. Press Enter
113. Type "look at note from room 12" to view the first clue, hinting at the murderer is not wearing anything made out of leather.
Alternatively, use "take note from room 12" to add the note to your inventory
114. Press Enter
115. Type "go north" to travel to room 13
116. Press enter
117. Type "drop candle" to see the objects in the room
118. Press Enter
119. Type "look at gloves" to learn that the murderer took off his/her gloves in an attempt to hide them in this room. So the murderer is not wearing the red gloves on.
120. Press Enter
121. Alternatively you can interact with the mug if you want
122. Type "go south" to travel back to room 12
123. Press Enter
124. Type "go east" to travel back to room 14
125. Press Enter

126. Type "solve history quiz 1918"
127. Press Enter
128. Type "take key from room 14" to add the key to inventory
129. Press Enter
130. Type "unlock history chest"
131. Press Enter
132. Type "Open history chest"
133. Press Enter
134. Type "look at note from room 14" to view the clue, hinting at Chris being innocent. Alternatively, use "take note from room 14" to add the note to your inventory
135. Press Enter
136. Type "go east" to travel to room 15
137. Press Enter
138. Type "drop candle" to see the objects in the room
139. Press Enter
140. You can look at, take, or eat the cake after adding it to your inventory (you've earned it!)
141. Type "solve final quiz knife"
142. Press Enter
143. Type "take key from room 15" to add the key to inventory
144. Press Enter
145. Type "unlock final chest"
146. Press Enter
147. Type "Open final chest"
148. Press Enter
149. Type "look at note from room 15" to view the clue, hinting that the murderer is wearing red. Alternatively, use "take note from room 12" to add the note to your inventory
150. At this point, if you put together all of the clues, you would've eliminated all the other options so you know that sofia is indeed the one who committed the crime.
151. Type "fasttravel room 1" to go back to room 1

152. Press Enter

153. Type "accuse sofia" to end the game with a victory!!!