

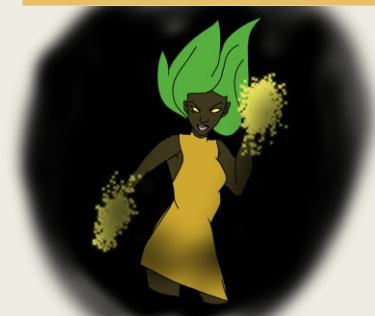
A hand holding a flashlight, with a beam of light illuminating the left side of a dark rectangular sign.

# THE VALLEY OF MYSTERY



# THE GAME

- “Hello young adventurer! It seems you have fallen into a cave, when you were coming back from school near the Valley of Mystery. There are many legends of this place, of the treasures it contains, but also of the dangers within. Let’s try to get out of here!”
- In this game, you are a child who has fallen into a cave and need to get out. There are monsters and treasures on the way, as well as allies and objects that help you win. There are 12 possible endings, four in which you win, and eight in which you die.







# TECHNICALITIES

- XState
- JavaScript / TypeScript
- Rasa
- Heroku

- Lab II as a base
  - *react-xstate-colourchanger*
- MediBang Paint + Google Images



# CHALLENGES

- A lot of states (+50)
- History
  - *never-ending loops*
  - *separation of states*
- Rasa
  - *history*
  - *function*



# RELATION TO COURSE CONTENTS

- Lab II
  - *react-xstate-colourchanger*
  - *rasa*
- Lab IV
  - *history*
  - *help messages*
  - *promptAndAsk*



# FUTURE WORK

- Long texts → “Stop” TTS
- Different voice – some kind of player?
  - *recording from Amazon Polly*
- Quicker?
  - *rasa vs. grammars*





# GOOD LUCK ADVENTURER!

|   |   |  |
|---|---|--|
| <p><b>YOU DIE</b></p> <p>Ending 1/12</p> <p>You die of starvation. It was nice knowing you, adventurer!</p>   | <p><b>YOU DIE</b></p> <p>Ending 2/12</p> <p>The dragon kills you. There is nothing you could have done to save yourself. It is a pity, I liked you, adventurer.</p>   | <p><b>YOU WIN!</b></p> <p>Ending 3/12</p> <p>She looks at you, intrigued, before retreating. "What are you?" she asks. "I can sense an old power coming from within you... it is repelling. I do not care what you are, actually. Just leave and never come back!" Good job, adventurer, you are free!</p> |
| <p><b>YOU DIE</b></p> <p>Ending 4/12</p> <p>You give her the goblet, even though you do not trust her word. She laughs and looks at you, while snapping her fingers. It was nice knowing you, adventurer. You die.</p>                | <p><b>YOU WIN!</b></p> <p>Ending 5/12</p> <p>"The dragon told me to keep it safe. I will never give it to you!" you say. She shouts and tries to take it from you, but you manage to keep hold of the goblet. You point the goblet towards her, and it sucks the dark shadow that was surrounding her. Her eyes do not glow anymore. "You... you took my magic from me!" She is not interested in you anymore, she only looks at her hands in disbelief. In the meantime, you run away, leaving her crying on the floor. You are free, adventurer, and now hold an unimaginable power.</p>              | <p><b>YOU DIE</b></p> <p>Ending 6/12</p> <p>She laughs and looks at you, while snapping her fingers. It was nice knowing you, adventurer. You die.</p>   |
| <p><b>YOU WIN!</b></p> <p>Ending 7/12</p> <p>You are finally free! Congratulations, adventurer!</p>   | <p><b>YOU WIN!</b></p> <p>Ending 8/12</p> <p>You show them the Aelin you have picked in your adventure. The king gathers with two older-looking dwarves, who look at you, curiously. "Aelin only appear to those who have a true heart. We will let you go, adventurer, if you leave them here."</p> <p>You accept and leave them to the king, who looks at them and at you in disbelief. Before leaving, he approaches you to say "I have judged you wrong. Go in peace, and if you ever need anything from us, know you have a friend in the dwarves." You are free! Congratulations, adventurer!</p> | <p><b>YOU DIE</b></p> <p>Ending 9/12</p> <p>"We cannot trust him!" – They throw you in a cell, where you spend your last days thinking how you could have survived. You die.</p>   |
| <p><b>YOU DIE</b></p> <p>Ending 10/12</p> <p>The dwarves think you are hiding something from them, they do not trust you. They throw you in a cell, where you spend your last days thinking how you could have survived. You die.</p> | <p><b>YOU DIE</b></p> <p>Ending 11/12</p> <p>The undead is walking around, trying to find you. You hide behind a wall that seems to have no use, but on your way, you hit a bucket which falls into the well. Unfortunately, the undead notices and runs immediately towards you. It was nice knowing you, adventurer. You die.</p>   | <p><b>YOU DIE</b></p> <p>Ending 12/12</p> <p>You enter the door to see you are in the same room you were before. This time, you cannot escape. Tens of skeletons appear from every tomb and are surrounding you. It was nice knowing you, adventurer. You die.</p>   |