

Kaiden Pollesch Wumpus Variant

GitHub Link: https://github.com/polleschk/polleschk_SPA4_wumpus_variant.git

Welcome to the Wumpus Game! This is a terminal-based, text-driven adventure game where the objective is to navigate through a dark cave and kill the Wumpus without falling into pits or being attacked by bats.

Game Overview

In this game, the player is trapped in a dark cave consisting of several rooms. Some rooms contain dangerous creatures (the Wumpus, pits, and bats) that can kill you or cause you to lose progress. Your goal is to navigate through the cave, locate the Wumpus, and kill it with your arrows, all while avoiding the hazards.

Features

- **Randomly generated cave map:** Each playthrough has a different map layout.
- **Hazards:** Encounter dangerous creatures like the Wumpus, pits, and bats.
- **Clues:** Players receive clues like bad smells, breezes, and flapping sounds to help them avoid danger.
- **Movement:** Players can move in four directions: North, South, East, and West.
- **Weapons:** Players can shoot arrows to defeat the Wumpus.
- **Help Menu:** Provides the game rules and how to interact with it.

Gameplay Instructions

1. **Start the Game:** Launch the program and you will be prompted to make a move.
2. **Move:** You can move north, south, east, or west by entering the corresponding direction letter (N, S, E, W).
3. **Shoot:** You can shoot arrows to kill the Wumpus, which can be done by entering the letter 'A' for arrows.
4. **Get Hints:** The game will provide hints when you're near a danger such as a Wumpus, pit, or bat. For example:
 - "You hear flapping" means you're near a bat.
 - "You smell something bad" means you're near the Wumpus.

- "You feel a breeze" means you're near a pit.

5. **Help:** Press 'H' for help on how to play.

6. **Quit:** You can exit the game at any time by pressing 'Q'.

Objective

Navigate through the cave, find the Wumpus, and kill it with your arrows. Avoid falling into pits or being taken by bats. The game ends when you either kill the Wumpus or meet a fatal fate.

Controls

- **Movement:** Use the keys `n` (north), `s` (south), `e` (east), and `w` (west) to move between rooms.
- **Shoot:** Use the key `f` to fire an arrow in the current direction.
- **Help:** Type `h` to display the game rules and controls.
- **Quit:** Type `q` to quit the game.

Game Setup

1. Clone the repository to your local machine.

```
git clone https://github.com/polleschk/polleschk_SPA4_wumpus_variant.git
```

2. Open the project in your favorite terminal or IDE.

3. Run the game: Run using IntelliJ or your IDE and run with built-in run configuration.

Design

- **Game Mechanics:** The game follows a grid-based layout, where rooms are connected to each other. Some rooms are dangerous, and others are safe. Players need to strategically use clues to avoid hazards and shoot arrows at the Wumpus.
- **Object-Oriented Design:** The game uses object-oriented principles, with separate classes for the game logic, rooms, hazards, and weapons.
- **Map Representation:** The cave's map is represented as a network of rooms, each containing information about adjacent rooms, hazards, and items.

Contributors

- [Kaiden](#) - Everything
 - Game Design and Implementation
 - Room and Hazard Class Development
 - Game Logic and Weapon System