**Readme Text Based Game**

This is the User Guide for the Text based Game:

1. The Game starts at **Home(Sate 1)**

Initially the Player is loaded with below states and has been given the flexibility to view his current stats at any point in the game:

* Ammo = 0
* Health = 10
* Money = 0
* Skills = 0

The user can interact in this room with 3 options.

1. Go out to the street
2. To take rest
3. Take money (Which is used to fill the Money(states) of the player)

Once the Player goes out to the **Street(State 2)**

The user has the following options to take further the game:

1. Park(**State 3**)
2. Friend’s House(**State 4**)
3. Forest(**State 5**)
4. Pick up the stone(to fill up the B)
5. Go back Home(Back to **State 1**)

**Park:**

The user once enters the Park he has the below option:

1. Pick up a stone(to fill up the **Ammo**)  
2. Dog fight  
3. Fight with a guy bullying  
4. Go back to Streets

He can pick up the stones to increase his Ammo(Which can be used later in the game to fight the Elephant without loosing)

He has attend Dog Fight so to full fill the winning objective

Also, to fight a guy who is bullying an innocent kid

And can go back to previous state/room

**Dog Fight:**

In the Dog fight the user is given 2 options.

1. To Use the Stone(On each use the Ammo reduces by 1(Ammo - 1))
2. Befriend the Dog(Which is one of the objective of the Game)

On opting for choice 2 – The player adds object to his array(winnerList)

Fight with a guy bullying:

It gives 2 options to the player:

A guys is bullying an innocent boy in the Park.  
1. Try to save him  
2. Ignore it

On choosing the first option the player full fills the object for winning the game. The player adds objective to his array(winnerList)

On trying to ignore the fight. He will get his skills all accumulated till then to 0(Skills = 0)

The 3rd Objective which is hidden over here is:

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*   
3. Collect the Flowers around ;)(its hidden over here)''')

This is a bit hidden to increase the challenge in the game

Again, if this option is opted the player full fills the objective of the game and adds up the objective to the array(winnerList)

**Friend’s House:**

Friend’s house is where you will find the Training feature to complete the objective. The option’s in friend’s house:

You are at your friends house. Choose the options:  
1. Health refill  
2. Training  
3. Back to Street  
4. Stats

1st options helps you fill the health to 10(if in any case it has got reduced by any value)

Training gives the skills to the Player, but for a value. The Skills in creases by 1 and Money reduces by 1

Skills + 1

Money - 1

And by getting Trained the objective of the game is fulfilled. Gets added to the array(winnerList)

**Forest:**

If the player is entering the Forest for first time in the game, there would be an attack by a Bear.

Health reduces by 3 (Health - 3)

The options inside the Forest the player gets are:

1. Pick up stones  
2. Go deep inside the forest  
3. Go to the flooded River  
4. Go back to Street  
5. Stats

1st option is to give chance to increase the Ammo.

2nd is to lead to a fight with the Elephant deep inside the Forest

3rd is the Loosing condition that can be arrived soon in the game if the player is not taking a wise choice. The game ends if this option is chosen

**Elephant Fight:**

The fight with the elephant gives you 2 options:

1. Fight it  
2. Run away

By fighting you lose your Ammo by 1 every time. If you try fighting the Elephant with 0 zero Ammo, you lose the Game.

But also, you satisfy one objective of your game. Fight gets added up to your array(winnerList)

At any point of the game, if you complete all the objective of the game, You WIN!!!

At the end of the game, you get a Stats with you Lose/Won the game. Also, the same file is stores as a report as File Name = States\_Report.png

**Losing conditions:**

1. Go to Streets>Forest>Flooded river

Game over

1. Go to Streets>Forest>Fight>Go deep inside forest

Fight the elephant till your Ammo = 0

Game over

1. If you don’t complete the Objectives, the game remains active

**Winning condition:**

Try to complete the objectives. Below is the walkthrough:

1. Go home>Take Money = (any non-zero value)
2. Go to Street>Go to Friend’s house>Get Trained(Money is needed to get trained)
3. Go to Street>Park>Dog Fight>Befriend Dog
4. Go to Street>Park>Fight with a guy bullying>Try to save(option 1)
5. Go to Street>Park>Fight with a guy bullying>Collect Flower(option 3) its hidden over here.

Once the above is done. You win the game.

We get a graph at the end with the Stats of the player while the game ended.