

CPSC 2720 [Fall]

The Cube: User Manual



Team Juggernaut

Jordan Harris
Mackenzie Kure
Cassandra Olfert
Scott Sonnleitner

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INTRODUCTION

This user manual is intended to provide information for users wishing to play The Cube. It contains descriptions for an overview of the game, the main functions of the game: how to start playing the game and the commands that are needed to play. In addition, a sample walkthrough of the game is provided to give the user an idea of how the game works and how it is to be played. Finally, troubleshooting information is explained, so any possible errors can be dealt with by the user.

GAME OVERVIEW

The Cube is a solo game in which the user will traverse an ominous cube in search for the exit, all the while solving riddles, puzzles, and dealing with the fellow residents of the cube all of which aid the player in escaping. There will be a series of nine rooms of three different types, each containing their own puzzle and objects that will aid the user in escaping. If the user succeeds in completing 3 puzzles, necessary for their escape, the player will have won!

For one complete round of the game the user will have to traverse through the nine rooms, talking to NPC's to gain hints, solving puzzles to gain information, opening doors to other rooms, and collecting objects that will all aid the user in escaping The Cube. By solving 3 puzzles without failing, the user will escape, otherwise remaining trapped within the cube until their inevitable end. Once 3 puzzles, in any of the rooms, are solved, the player wins.

GAMEPLAY GUIDE

STARTING THE GAME

Once the game is open, a welcome message is printed for the player, describing their situation: "They are trapped in The Cube, they must solve 3 puzzles to escape and win!"

The user must press Enter to continue.

Another message is printed describing the current room the player is in, and the user must once again press Enter to continue and start playing the game.

COMMANDS

In each room, the player is given a choice of what to do. The messages displayed will indicate what the choices are and how to choose one.

A number is all that is required when choosing an option within each room. E.g. if the player wants to talk with the NPC Old wrinkled woman, the input it requires is a number, 1 to talk to her.

Many options have a yes or no choice, and the user can just enter 'yes' or 'no'. E.g. if the player chooses to investigate an item, they can enter 'yes' or 'no' to take it.

For the doors option, the user must enter the direction they wish to travel in E.g. SOUTH DOOR or EAST DOOR are the options, the user must enter either SOUTH or east to proceed; capitalization is not required.

For the puzzles option, there are 3 types of puzzles: binary math, tic tac toe, and a code. If the player enters an incorrect answer they are immediately killed and must restart the game.

1. Binary math puzzle: the user is given an equation and must enter the correct solution in decimal form, a number.
2. Tic tac toe puzzle: the user is given the board with x's and o's in various positions, the user is tasked with choosing the correct position of the next x in order to win tic tac toe. The user must first enter a number for the chosen row, then a number for the chosen column. E.g. the user wants to place the x in the top left corner in order to win, the user enters 1 for the row position, and 1 for the column position.
3. Code puzzle: the user is asked to enter the correct combination. The user must enter the number that they have previously encountered somewhere within The Cube.

The final option for the user is choosing help with the associated number. If they choose help, they are given some information about how to win, the choices they can make: talk to NPC's, investigate objects, choose doors, as well as a hint about changing clothes. The user can then proceed to make another choice to continue the game.

SAMPLE WALKTHROUGH (Beginning the Game)

1. Game Started: welcome message and goal displayed

```
Welcome to Juggernaut Games.  
You are trapped within a black ominous cube hurtling through who knows where.  
Your only chance of escape is to solve three puzzles.  
Solve them and you are free, good luck not dying along  
the way, as every puzzle you fail will result in  
imminent death.  
Make it passed the traps, annoyances, and solve the  
puzzles and you just might make it out alive.  
Good luck!  
press enter to start the game: █
```

2. After user presses Enter: description of the first area displayed

```
The Area you have entered has a faded number 1.  
The walls all around you seem to be coated in a thick  
black tar substance  
painted on the wall.  
Press enter to continue: █
```

3. User makes choice to deal with a trap: don't activate trap, 'no'. The description of the room is then displayed

```
You see an annoying trap in front of you.  
Do you want to activate the trap (yes/no)?  
Enter yes/no: no  
  
You step around the trap and continue.  
  
All that surrounds you are seemingly blank walls.  
A gentle breeze wafts by.  
While ominous, at least the temperature in here is moderate.
```

4. User shown what clothing they are wearing, given the choice to change their clothes: player chooses 'no'

```
You are wearing: Blue Jeans and t-Shirt
```

```
Do you want to change what you are wearing (yes/no)?
```

```
Enter yes/no: no
```

```
You did not want to change your clothes... Your choice, but you do kind of stink.
```

5. User given options within the room: player chooses 'help', 4; help message is displayed

```
In the room you see:
```

```
1 Old wrinkled woman
```

```
2 lava suit
```

```
3 Doors
```

```
4 Help (select if you need help)
```

```
select the number of what you would like to do/see: 4
```

```
HELP:
```

```
So, you need help do you. I'll do the best I can.
```

```
In every room you enter you'll have a series of choices to  
choose from:
```

```
Puzzles: solve 3 of these to win the game
```

```
The puzzles will alternate depending on the room you  
are in, there might not even be a puzzle in that room.
```

```
Character: Talk to the characters to gather information and  
hints, some might give you pretty useless info though
```

```
Items/Objects: These random items within the rooms may help  
you later in the game to survive, others will  
provide you with important information. Depening  
on the item, you either can take it with  
you or just observe it.
```

```
Doors: To leave the room and move onto another, select the  
Doors option, here you will get a to choose an option  
of the doors you can pass through, each door leading to  
another room in the cube and new experiences.
```

```
If you keep dying whenever you enter a room....pay attention  
to what you are wearing....
```

```
Good Luck, Don't Die!
```

6. User again given options within the room: player chooses to talk to the NPC 'Old wrinkled woman', 1; hint is displayed from old woman

```
In the room you see:
1 Old wrinkled woman
2 lava suit
3 Doors
4 Help (select if you need help)
select the number of what you would like to do/see: 1

A hag of an old woman, who's face appears to be melting straight off her face
As you approach
she looks up from her knitting and says,
"You better put something on soon deary,
the temperature can be quite temperamental."
```

7. User again given options within the room: player chooses to investigate the item 'lava suit', and chooses to take it 'yes', item is added to the player's backpack

```
In the room you see:
1 Old wrinkled woman
2 lava suit
3 Doors
4 Help (select if you need help)
select the number of what you would like to do/see: 2

lava suit
A metallic looking suit, it's so bright it's hard to even look at.

Do you want to take it (yes/no)?
Enter yes/no: yes

The item has been added to your backpack.
```

8. User again given options within the room: player chooses 'door', 3; the available doors are displayed and the player chooses 'east'. The new area description is displayed, and player must deal with next trap, and continue in the same way, as well as solve 3 puzzles to win the game!

```
In the room you see:
1 Old wrinkled woman
2 lava suit
3 Doors
4 Help (select if you need help)
select the number of what you would like to do/see: 3
1. EAST DOOR
2. SOUTH DOOR
Enter just the direction of the door you wish to pass through (eg east, South):
Input direction: east

The Area you have entered has a faded number 1.
The walls all around you seem to be coated in a thick
black tar substance
painted on the wall.
Press enter to continue: You see an annoying trap in front of you.
Do you want to activate the trap (yes/no)?
Enter yes/no: 
```

TROUBLESHOOTING GUIDE

IN-GAME HELP

The user has the option of choosing 'help' when they are given the choices a what to do within a room. The 'help' message is displayed for the player, giving information for how to win: solve 3 puzzles. Also, information for interacting with NPC's, objects, or puzzles, and how to choose a door to move to another room. In addition, the player is given a hint about wearing the correct clothing for each room.

POSSIBLE ERRORS

1. Entering a string or char when it is expecting an int (for the user input choice) results in an infinite loop with no recovery option. Avoid inputting strings or char when the program is asking for an int. i.e. when room options are given, enter an int to select an option, otherwise enter yes/no for any question or a direction (north, east, south, west) for the door. The instructions provided for making a choice are straightforward and clear about what is expected.