

The University of Hong Kong
ENGG1340 Computer Programming II
Group Project
Group 116 Sample Input/Output File

After the execution,

```
*****
*****
*****
**      **      **      **      **
**      **      **      **
*****      *****      **
**      **      **      **      ****
**      **      **      **      **
**      **      **      *****
*****
*****
**
**
** Welcome to "Vampire: Dawn of the Old Empire" **
**
**
**
*****
**Press enter to continue**
```

→ Press enter

User Profile Menu

1. Start new game
 2. Load old game save
 3. Exit
-

Your input: █

→ Type 1 to start new game

Insert your Name: █

→ Insert your name

Hello Herman! Here we start your adventure!!

Long long time ago, there was an empire called "United Kingdom of Prosea", civilians inside were all having a wonderful life every day.
Press enter to continue

It was supposed to continue forever until a dark night, a triad's head occasionally found and opened a pandora box which released an undead vampire original to the world.
Press enter to continue

After that, he occupied the entire country and built his own vampire country called "Bloodtopia".
Press enter to continue

Another 4 vampires were born to support operating the country and each of them creates their own towns.
Press enter to continue

The vampire dukes chose some potential human, and turned them to weakened-vampires.
Press enter to continue

The vampire god instructed the 4 vampire dukes to catch children from their corresponding towns to supply fresh blood for the god.
Press enter to continue

You, as the only descendant of the royal family of the old empire, are a courageous warrior who wants to save the children and liberate the old empire.
Press enter to continue

After today, you will start your journey to fight with the vampire power by progressively strengthening your power by various adventures. Good luck!!
Press enter to continue

→ Press enter until the grand menu is shown

----- Welcome to the town! -----

What do you want to do?

1. Display Status
2. Display Map
3. Go to the Store
4. Go to Fight with the Vampires
5. Exit

Your Input: █

Note: Grand Menu.

→ Insert 1 to display the current status

Status

Name: Herman
Health: 100
Strength: 100
Defense: 100
Intelligence: 100
Possessed Magic: N/A
Money: 100

Press enter to return to Grand Menu
█

→ Press enter to navigate back to the grand menu

----- Welcome to the town! -----

What do you want to do?

1. Display Status
2. Display Map
3. Go to the Store
4. Go to Fight with the Vampires
5. Exit

Your Input: █

→ Insert 2 to display the map

Map:

```
*****
*  A  *    *  C  *
*    *    *    *
****  BOSS  *****
*  B  *    *  D  *
*****
ME --> A --> B --> C --> D
```

Press enter to return to Grand Menu
█

→ Press enter to navigate back to the grand menu

----- Welcome to the town! -----

What do you want to do?

1. Display Status
2. Display Map
3. Go to the Store
4. Go to Fight with the Vampires
5. Exit

Your Input: █

→ Insert 3 to navigate to the store

Store

Your Money: 100

Your Bag:

health potion: 0
strength potion: 0
defense potion: 0
intelligence potion: 0

Your Magic: N/A

-
1. Buy Potion
 2. Buy Magic
 3. Exit back to Grand Menu
-

Your Input: █

→ Insert 1 to buy potion

Your Money: 100

- | | |
|------------------------|-----------|
| 1. Health Potion | Cost : 75 |
| 2. Strength Potion | Cost : 50 |
| 3. defense Potion | Cost : 50 |
| 4. Intelligence Potion | Cost : 25 |
-

What do you want to buy? (Press 0 to exit) █

→ Insert 1 to buy the health potion

Amount : █

→ Insert 1 for the amount

Store

Your Money: 25

Your Bag:

health potion: 1
strength potion: 0
defense potion: 0
intelligence potion: 0

Your Magic: N/A

-
1. Buy Potion
 2. Buy Magic
 3. Exit back to Grand Menu
-

Your Input: █

→ Insert 2 to buy the magic

```

-----
Your Intelligence: 100
*****List of Magic*****
1. Lighting Magic
Requirements:
Intelligence index: 30 per usage

Special Ability:
You can freeze the monster's motion for the next round, which means
the monster cannot attack you in the next round.

2. Incendio
Requirements:
Intelligence index: 25 per usage

Special Ability:
You can create fire to create 1.5X damage on the monster!!
*****
-----
What do you want to buy ? (Press 0 to exit) █

```

→ Insert 1 for choosing Lighting Magic

```

-----
Store
-----
Your Money: 25

Your Bag:
health potion: 1
strength potion: 0
defense potion: 0
intelligence potion: 0

Your Magic: 1. Lighting Magic  x1
-----
1. Buy Potion
2. Buy Magic
3. Exit back to Grand Menu
-----
Your Input: █

```

→ Insert 3 to navigate back to the grand menu

```

----- Welcome to the town! -----
What do you want to do?

1. Display Status
2. Display Map
3. Go to the Store
4. Go to Fight with the Vampires
5. Exit

-----
Your Input: █

```

→ Insert 4 to start the fight

```
-----
Your position:
-----
*****
* A * * C *
* * * *
**** BOSS ****
* B * * D *
*****
A : | ME | MON || DUKE
-----
MON : ME :
Health : 73 | Health : 100
Strength : 51 | Strength : 100
Defense : 53 | Defense : 100
Anger Level : NO | Intelligence : 70
-----
1. Combat
2. Use Potions
3. Choose Magic and Combat
4. Go back to the town
-----
Your Input: █
```

→ Insert 1 to combat

```
-----
Congratulations!
-----
Your New Status:
Name: Herman
Health: 200/1000
Strength: 170/10000
Defense: 170/1000
Intelligence: 120/10000
Possessed Magic: 1. Lighting Magic x1
Money: 75(+50)
-----
```

```
What do you want to do next?
1. Continue the Fight
2. Go back to the Town
3. Exit
-----
Your Input: █
```

Note: You have won the first small monster in Town A, and all the values of your status will be increased accordingly.
→ Insert 1 to continue the fight

```
-----
Your position:
-----
*****
* A * * C *
* * * *
**** BOSS ****
* B * * D *
*****
A : | X | ME | DUKE
-----
MON : ME :
Health : 224 | Health : 200
Strength : 109 | Strength : 170
Defense : 305 | Defense : 170
Anger Level : NO | Intelligence : 120
-----
1. Combat
2. Use Potions
3. Choose Magic and Combat
4. Go back to the town
-----
Your Input: █
```

Here shows your progress
(X denotes defeated)

→ Insert 3 to use magic

*****List of Magic*****

1. Lighting Magic

Requirements:

Intelligence index: (I*30%) per usage

Special Ability:

You can freeze the monster's motion for the next round, which means the monster cannot attack you in the next round.

2. Incendio

Requirements:

Intelligence index: (I*25%) per usage

Special Ability:

You can create fire to create 1.5X damage on the monster!!

Your Input: █

→ Insert 1 to use the Lighting Magic

Your position:

* A * * C *
* * * *
**** BOSS ****
* B * * D *

A : | X | ME || DUKE

MON : ME :
Health : 54 | Health : 200
Strength : 109 | Strength : 170
Defense : 305 | Defense : 170
Anger Level : HIGH | Intelligence : 120

1. Combat

2. Use Potions

3. Choose Magic and Combat

4. Go back to the town

Your Input: █

→ Insert 2 to use potions

List of potions

Your Bag:

1. health potion: 1

2. strength potion: 0

3. defense potion: 0

4. intelligence potion: 0

Your Input: (Press '0' to return) █

→ Insert 1 to use the health potion to recover

Your position:

```
*****
*   A   *   *   C   *
*   *   *   *   *
****   BOSS   ****
*   B   *   *   D   *
*****
A : | X | ME || DUKE
```

MON :		ME :	
Health	: 54	Health	: 250
Strength	: 109	Strength	: 170
Defense	: 305	Defense	: 170
Anger Level	: HIGH	Intelligence	: 120

1. Combat
 2. Use Potions
 3. Choose Magic and Combat
 4. Go back to the town
-

Your Input: █

→ Insert 1 to combat

Congratulations!

Your New Status:
Name: Herman
Health: 425/1000
Strength: 289/10000
Defense: 289/1000
Intelligence: 170/10000
Possessed Magic: N/A
Money: 125(+50)

What do you want to do next?

1. Continue the Fight
 2. Go back to the Town
 3. Exit
-

Your Input: █

→ Insert 3 to exit the game

Exit Menu

1. Resume
 2. Confirm to Exit
-

Your input: █

→ Insert 2 to confirm

Do you Want to Save (Y/N) █

→ Insert Y

Game saved successfully!

```
*****
*****BYE BYE*****
*****
```

END OF SAMPLE INPUT/OUTPUT FILE
ENJOY THE GAME! 😊