CS 246 Final Project

CC3K Demo

Welcome to the game of CC3K!

Initially, if the program is run with no command line argument, it will read in a default map layout file containing everything unchangeable. (filename:cc3kdefaultfloor.txt)

ie. upstair, passages, doors, walls

Starting with level 1.

Then it will randomly spawn everything changeable.

ie. All kinds of potions, golds, enemies, player

However, if the program is run with one command line argument,

(For the demo, the command line argument is cc3kfloor.txt.),

it will read in the filename specified in that argument, and then spawn read everything that belongs to level 1 on the file into the map, (since we start the game with level 1 XD).

By reading in information from the file into the map, we classify and store everything we need in the map class, including the whole layout of the map in the current level. (In our game, a map object only contains information belonging to a specific level in the whole map of 5 levels).

Since the setup is finished, we are good to go!!!

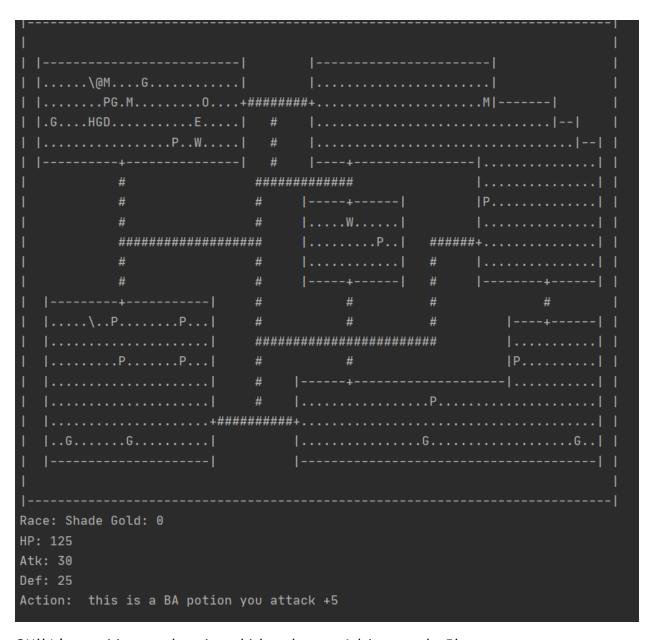
We used the smart pointer almost everywhere XD.

When you start the game, the default race is Shade, and our information contains race, gold, floor, HP, ATK, Def, and the action performed by the player.

Now we tried to use some potions since they are already close enough to me (although we do not know what it is lol)

First, enter "uso".

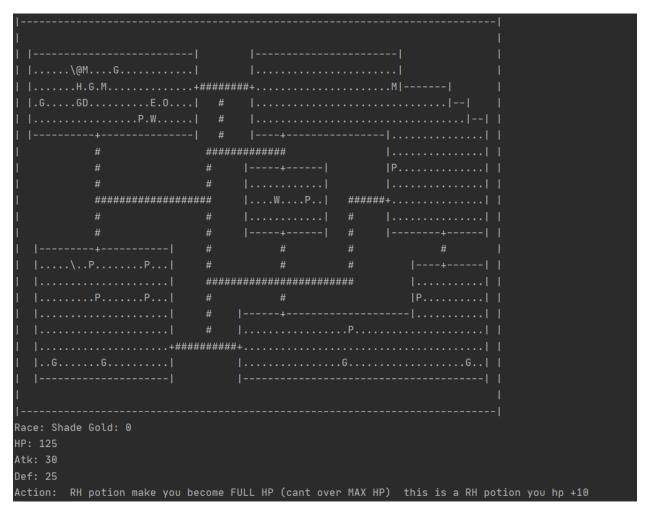
We get:



OH!! It's a positive attack potion which makes our Atk increase by 5!

Try to pick another one

Enter "use".



Omg... We wasted a positive HP potion... Since we already have full HP we can't get above MAX HP...

Let's try to attack our enemy XD

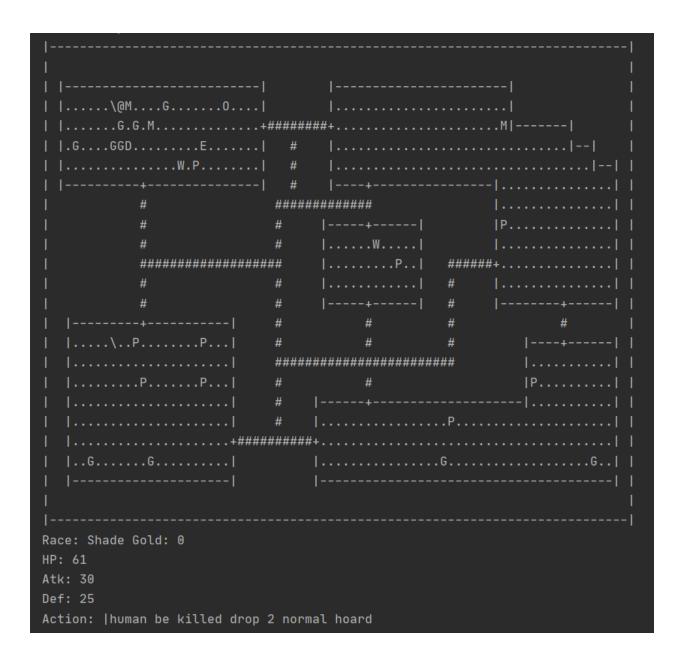
Enter "aso".

We start to battle!!

After (entering "aso") several rounds...

He is close to death!!!

Enter aso again.



Now it's dead haha... And it generates some gold!! Let me pick some gold.

Enter so.

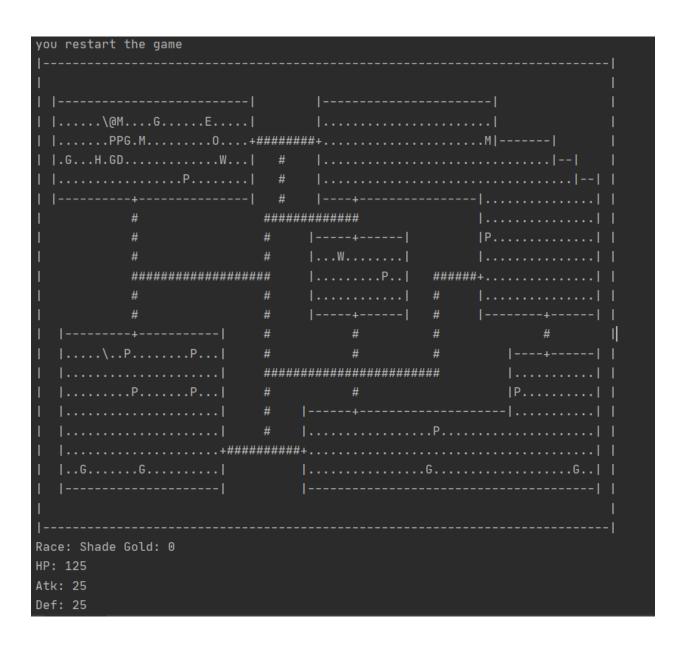
I moved down and picked some gold!! But I got attacked... by a dragon!! Since I moved closed to the dragon hoard and dragon.

I need to get away!!

Enter we

I totally forget that... I'm still in dragon hoard area! The dragon will still attack me! I'm almost dead lol. So I want to restart the game...

Enter "r".



I restarted the game Imao. With the default race "Shade"...

I'm not satisfied with it XD.

I want to change it to "Troll"

Enter t.

```
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   |..G.....G.....|
Race: Troll Gold: 0
HP: 120
Atk: 25
Def: 15
Action: Troll will +5hp each turn You become FULL HP (cant over MAX HP)
```

Now my race become Troll.

I want to pick a potion.

Enter uso.

I used a positive attack potion, attack increased by 5.

I want to get a gold.

Enter so twice.

since this gold is a dragon hoard, it doesn't show that I get the gold at this time... Since the dragon is still alive.

Enter so.

Yes... The gold is still there. I need to kill the dragon. Now, attack!

Enter ane

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Ra	ce: Troll Gold: 0					
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	k: 30					
De	f: 15					
Ac	tion: Troll will +5hp eac	h turn Y	ou become FULL I	IP (ca	nt over MAX HP) y	you attack Dragon his hp -25 still have hp:
12	5 this is a Dragon Hoard	area drag	jon will attack y	/ou! ı	warning! dragon noti	iced you! and he will attack you! Dragon t
ry	to attack you and you hp	-18				

Continue attacking it!
After Entering ane many times...

I killed the dragon!!!

Now I can get my dragon hoard haha.

Enter no

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Race: Troll Gold: 6				
HP: 78				
Atk: 30				
Def: 15				
Action: Troll will +5hp	each turn	you pick dragon	hoard go	ld +6 you go up

Wow. Six Golds!! HAHA!!

I want to use a potion.

Enter une.

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                 |.....P.....P....
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Race: Troll Gold: 6
HP: 93
Atk: 30
Def: 15
Action: Troll will +5hp each turn this is a RH potion you hp +10
```

My HP increased a lot more!!

I want to kill a merchant.

Enter no.

```
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                 Race: Troll Gold: 6
HP: 98
Action: Troll will +5hp each turn you go up
```

Now I can attack the merchant...

Enter ane

Now every merchant becomes our enemy...

After several rounds of attacking it (Entering ane).

It's dead...

And it drops a merchant hoard.

I want to pick it.

Enter ne.

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Race: Troll Gold: 10				
HP: 118				
Atk: 30				
Def: 15				
Action: Troll will +5hp each	turn y	ou pick merchant	hoard	gold +4 you go up right

I want to try default race.

Since it has some bonus XD

Enter r.

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Race: Shade Gold: 0				
HP: 125				
Atk: 25				
Def: 25				
Action:				

Now my race is Shade.

I want to go upstairs.

Enter we.

Level 2... I still need to get away...

Run to level 3.

G@PM		1	GD	
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I I	#			
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GG		1	G	HG
I				
Race: Shade Gold: 0				
HP: 109				
Atk: 25				
Def: 25				
Action: you now go to level 3				

I want to pick the 2 golds and run to level 4.

Enter we + so + ea.

```
....\LP.......+#######+..
                       ..........
                      ...0......
                 #############
                                  IP.....
                     |...W....
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 |.....P......P....
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                    Race: Shade Gold: 2
HP: 109
Atk: 25
Def: 25
Action: you now go to level 4
```

I want to win...

Go to level 5!!!

Enter so.

```
#############
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                            [...W.....
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                            |........P...|
                                         ######+......
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    ....\..P......P...|
                                                |----|
                       [P.....
   ......+########++....
                           |.....H......G...
Race: Shade Gold: 2
HP: 109
Atk: 25
Def: 25
Action: you now go to level 4
enter your action:
you entered :so
Congratulations! You finished the game! Your score is 3.
Do you want to restart or quit (r/q)
enter your action:
```

I win!!!!

And I get the bonus!

(I should get 2 but instead I got 3 since my race is shade)

So exciting!!!

I want to play again!

Too tried, need to quit...

Enter q.

```
enter your action:
you entered :q
quit!!!
Process finished with exit code 0
```

By the way, there are 2 interesting functions.

(1) When you enter f, all enemies will be frozen.

```
you entered :f
 |....\@M....G.....O....|
| |.....H.PPG.M......E.....+######++.....M|------|
                   ############
                                      [P.....
        #####################
                       |....W....P...| #####+.......
 |.....P.....P....
                   |.........P...................
 Race: Shade Gold: 0
HP: 125
Atk: 25
Def: 25
```

(2) When you died, you can continue playing, but you are playing in ghost mode XD.

```
|.......G@..P......M.......|
                      |.....G\LP......|------|
                      |.....GD..|--|
                      |.....E......0......|--|
 ..0......P.........
                  #############
                     |..W.....P..| #####+......
       #####################
 |.....P...........
                  ##############################
  |........P.....P....
  Race: Shade Gold: 0
HP: 0
Atk: 25
Def: 25
Action: YOU DIE! Your Score: 0| You can press r to restart or q to quit
```

It won't tell you. But the hidden function is that you can still playing XD. (In ghost mode)

```
Race: Shade Gold: 0
HP: 0
Atk: 25
Def: 25
Action: you now go to level 4

enter your action:

50

you entered :so
Congratulations! You finished the game! Your score is 0.
Ohhh! You finished the game in GHOST MODE, since you died already XD!
Do you want to restart or quit (r/q)
enter your action:
```

Now you passed the beginner level game.

Please use the no command line argument version for randomly spawned map.

NOTICE: MUCH HARDER!!!!!

Thanks for playing.