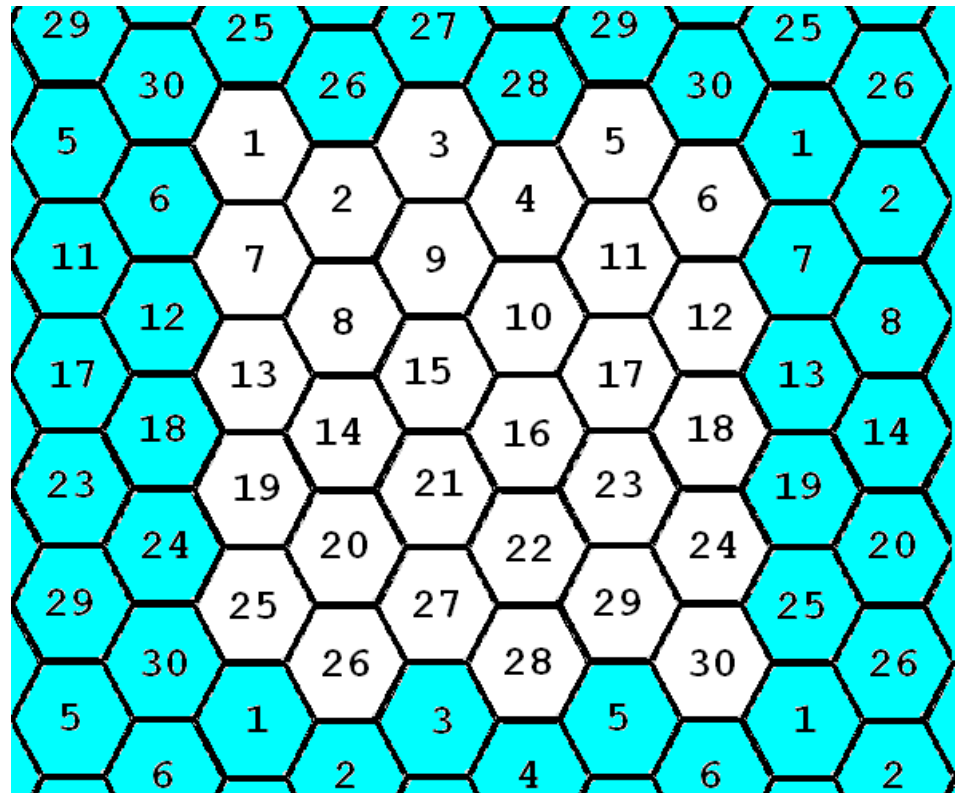# HUNT THE WUMPUS

Minecraft Edition

Game Introduction

- Hunt The Wumpus
  - Track down the dangerous Wumpus!
  - Avoid dangerous hazards!
  - Shoot the Wumpus with a precious arrow!
  - Retire in fame and fortune!

The Cave System

- 30 rooms
- Each room has up to three tunnels (exits)
- All rooms must be reachable
- No one-way exits!
- 5 different caves to play (read from a file)

Minecraft-specific: Edges *optionally* wrap around

Hazards

Hazard Encountered	Action	Success	Failure
2 Bottomless Pits	Answer 2 of 3 trivia questions *Or game over!*	Escape back to the cave system entrance	Lose the game
2 Super Bats	Carry you away to a different (random) room	-	-
Wumpus	Answer 3-of-5 trivia questions *Or game over!*	The Wumpus walks 2-4 rooms away	Lose the game

Hazards and player are randomly placed in the cave system at the start of each game.
Pits & Bats cannot be in the same room, but the Wumpus can be anywhere.
The **only way to win** is to shoot the Wumpus with arrows from an **adjacent room**.

Minecraft-specific: trivia is *optional*

@mswumpus

Warnings

The game warns the player when:

Wumpus in adjacent room   "I smell a Wumpus"

Bat(s) in adjacent room(s):   "Bats nearby"

Pit(s) in adjacent room(s):   "I feel a draft"

It is possible to get multiple warnings since multiple hazards/Wumpus may be adjacent.

Minecraft-specific: implement visual cues (skulk? moss blocks?)

Trivia

- Multiple-choice questions, 4 possible answers
- Questions are never supposed to repeat
- Answer 3-of-5 in some scenarios, 2-of-3 in others
- User is told trivia answers as '**secrets**' at times during game
- Questions should be read from a file (not hard coded)

Minecraft-specific: trivia is *optional*

Player Inventory

Arrows

- Start game with **3 arrows**
- You **lose if you hit zero**
- **Buy new arrows** by answering 2-of-3 trivia Q's **(or not*)**

Gold coins (emeralds)

- On each move between rooms
  - Gain **1 gold coin (emerald)**
  - Learn **1 trivia answer (or not)**
- **100 gold coins (emeralds) total** to collect
- Costs **1 coin to answer any trivia question** (even right answers)
- You **lose if you hit zero**

  *Minecraft-specific: trivia is *optional*, maybe trade with a villager?

Secrets

- Examples: locations of hazards, or non-useful info like what room you're currently in

- **Buy a secret** by answering 2-of-3 trivia Q's **(or not*)**

*Minecraft-specific: trivia is *optional*, maybe trade with a villager?

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Judging at Finals

- Prizes
  - "Best Implementation"
    - Adherence to Spec
    - Quality & Stability
  - "Most Innovative"
    - Different software platforms (Unity, etc…)
    - Changes to game design or gameplay
  - Plus some runners-up

- Judges will also inspect your source code

- Judging forms are provided for your information

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Wumpus Objects

- Start filling out your object survey NOW!!

- Each team member will build a different object
  - GameLocations* & Player
  - CaveConnections
  - CaveBuilder
  - Game Control
  - Scoreboard / High Score (optional)
  - Trivia (optional)

*formerly known as Map

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Project Manager

- Each team will select a project manager

- The manager will still have to code an object

- The project manager will:
  - Make sure decisions are made
  - Write a rough plan and track progress
  - Collect code & status updates each week
  - Make sure finals preparation happens

- The project manager will not:
  - Make all of the decisions
  - Do all of the work

Before you leave today

- Turn in your object survey!
- Nominate a project manager

What's coming next

- **Introduction to Scripting in Minecraft**: Basic scripting setup and entity spawning

- **Building gameplay with TypeScript**: Implement a simple game with block generation and breaking

More Hunt The Wumpus links

- Originally written in the 1970s
  https://en.wikipedia.org/wiki/Hunt_the_Wumpus

- 1980 Texas Instruments Wumpus (warning, loud audio):
  https://www.youtube.com/watch?time_continue=4&v=zVbSg1IKodI

- Dramatization of TI Wumpus (long!):
  http://motherboard.vice.com/read/abandonware-a-series-about-bizarre-early-games-takes-on-hunt-the-wumpus

- Minecraft Wumpus:
  https://www.youtube.com/watch?time_continue=37&v=ICau8QXoIrU

- Gregory Yob source code in BASIC:
  http://www.atariarchives.org/bcc1/showpage.php?page=250

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