The Haunted Mansion Game (mini game 2) Documentation

You were traveling through a countryside and somehow you landed inside a haunted mansion. Your goal is to use weapons, defeat monsters, collect treasures, and escape from the Mansion.

Game Map

|  |  |  |
| --- | --- | --- |
| 1.Foyer | 2.Visitor’s Room | 3.Kitchen |
| 4.Cellar | 5.Central Hall | 6.Dining Room |
| 7.Secret hideaway | 8.Entertainment Room | 9.Master Bedroom |

items :

puzzles :

Room organization with items, and puzzles. The first line is the format of the file.

RoomID,RoomName,RoomDescription,isVisited,[N,E,S,W],ItemID,PuzzleID,MonsterID  
1  
Foyer  
A shining mirror is reflecting your image beautifully.  
A map of the mansion is available to guide you through the mansion.  
Don't get lost....  
----  
false  
0,2,0,0  
0  
0  
0  
  
2  
Visitor's Room  
The room is decorated with imported persian carpets and curtains.  
Furniture are revealing their craftsmanship.  
Be seated...  
----  
false  
0,0,5,1  
0  
0  
0  
  
3  
Kitchen  
The kitchen table looks like somebody prepared a hearty lunch.  
A lunch sack is ready to be eaten.  
Enjoy...  
----  
false  
0,0,6,0  
2  
1  
2  
  
4  
Cellar  
Piles of dusty antiques are abandoned here.  
A Drowsy guard, carrying the keys to the vault is guarding the south entrance.  
Defeat him, for the keys which will make you a happy man.  
Take the sword and fight him my Warrior...  
----  
false  
0,5,7,0  
1  
0  
1  
  
5  
Central Hall  
Array of Shelves are full of memorabilia.  
A brightly shining brass lamp is waiting for you...  
----  
false  
2,6,8,4  
3  
2  
0  
  
6  
Dining Room  
Ready for a delicious lunch?   
A lunch fit for a King is served on the dining table.  
Bon appetit!!!  
----  
false  
3,0,0,5  
0  
0  
0  
  
7  
Secret Vault  
Wanna some treasures...  
you are at the right place...  
----  
false  
4,0,0,0  
0  
0  
0  
  
8  
Entertainment Room  
You came a long way.Time for relaxing music.  
Or you want a movie?  
----  
false  
5,9,0,0  
0  
0  
0  
  
9  
Master Bedroom  
The luxurious bedroom with cozy bed and amenities is welcoming you. Relax...  
----  
false  
0,0,0,8  
0  
0  
0

Commands

|  |  |
| --- | --- |
| Typed command(in quotes) | Direction it will travel |
| “N”,”n”,”north”, “North”,or ”NORTH” | North |
| “E”,”e”,”east” , “East”, or “EAST” | East |
| “S”,”s”,”south” , “South”, or “SOUTH” | South |
| “W”,”w”,”west” , “West”or “WEST” | West |

“Q”,”q”,”quit”,”Quit” or “QUIT" --- Game ends.

"H","h","help", "Help",or "HELP" --- displays valid directions and commands

“R”,”r”,”restart”,”Restart” or “RESTART” --- restarts the game at any point

“M”,”m”,”menu”,”Menu” or “MENU” --- displays main menu with valid commands

Different game scenarios:

At the starting of the game, the contents of the Room.txt data file will be displayed on the console for the player to review the different rooms and the directions the player can travel. The contents are room number, name of the room, small description and navigation table,the items, and the puzzle. The navigation table is organized as North,East,South,West.

Text

Description automatically generated

After the room data is displayed , the game logo and main menu is displayed.

After that the Room number 1 is displayed. That means the player is at room 1 the Foyer.

Text

Description automatically generated

When the player enters the direction, the player will move to the room in that direction if possible. Otherwise “You can’t go in that direction” message is displayed.

If the room is already visited, it is tracked by the game.

Text

Description automatically generated

At any point in game “Help” command can be entered displaying valid directions to go.

Text

Description automatically generated

At any point in game, main menu is displayed by entering “Menu” or “m” command

Text

Description automatically generated

At any point in game. The game can be restarted by entering “restart” or “r” command.

Text

Description automatically generated

At any point in game, the player can quit the game by entering “Quit” or”q” command. The game asks whether the player want to quit,if the player enters “Yes” or “y” the game quits. if the answer is not “yes” or “y” the game continues.

Text

Description automatically generated

The player can get details of the current room by entering “explore” or “ex”.After exploring the room the player can pick up an item or try to solve the puzzle by entering “solve puzzle”.

Text

Description automatically generated

The player can interact with the puzzles with command like “examine puzzle”, “ignore puzzle”,”solve puzzle” . The number of attempts are tracked in the game. If the puzzle is solved correctly, when the player returns to the room , the puzzle is not showed again.

Text

Description automatically generated

The player can interact with items in a room by entering “pickup <itemName>”, “drop <itemName>”, “inspect <itemName>”. Also the player can check the inventory by entering “inventory”. The player can drop the item in any other room and the item will be available in that room to pickup later.

Text

Description automatically generated

Enjoy!!!!!!!