

# Instructions Document - Project Nashville

CS 467 Winter 2021 - Online Capstone Project

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## “Project Nashville” Team Members

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## Submission Content

We’ve included the following files for the project:

- Instructions Document - Project Nashville (PDF)
- Project Nashville C++ Source and Header Files
- Makefile

## User Instructions

### Starting a New Game

1. Unzip and place the C++ files in an OSU server `flip.engr.oregonstate.edu` directory
2. Run `make`
3. Run `./nashville`
4. A game menu will pop up. Start a new game by typing “new game”
5. A difficulty menu will appear. Select difficulty level by typing:
  - a. “Easy” for 60 minutes (Recommended)
  - b. “Medium” for 30 minutes
  - c. “Hard” for 15 minutes

### Game Objective

Upon awakening on the space station, the objective is for the player to escape from a space station that is currently primed and counting down to explode. To do this, the player must solve object oriented inventory based puzzles over a series of interconnected rooms to gain access to and render functional an escape pod to successfully flee the station. This all while operating against a time limit that will render a game over when the station explodes. The player may also solve puzzles in order to stop the countdown timer, allowing unlimited time in escaping. A text parsing interface is used to allow this exploration and interaction.

## Controls

The game is controlled by inputting commands into the command prompt. General actions that the player may take are listed if the player types HELP. The player may move to different rooms using the command "GO TO [ROOM NAME]". The player may also "LOOK" in a room, to view the description of the room again. There are features in a room which the player can "LOOK AT [FEATURE]" in order to gain hints about what to do with them. The player can then input an action to interact with that feature accordingly.

Items can be acquired by using the "TAKE [ITEM]" command. The player can view what items they have with the INVENTORY command. They can also leave behind items in rooms by using the "DROP [ITEM]" command. If the player unlocks the map in the game, they can use the "MAP" command to see their current location on the space station. The ability to pause the game is done through the command "PAUSE"; to unpause and resume the game, the player will then need to enter any key. The ability to save and load a game are done with the commands "SAVE GAME" and "LOAD GAME" respectively. Finally, to stop playing the game the player may use the command "EXIT GAME".

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General Actions:
LOOK - repeats the long form explanation of the room currently in.
GO TO <ROOM NAME> - navigates to the specific room.
LOOK AT <ITEM/FEATURE NAME> - Gives explanation of the feature or item in the room or inventory.
Interact with features in rooms by inputting the Interactive Verbs hinted at using this command.
INVENTORY - lists the contents of your inventory.
TAKE <Item> - picks up an item from the floor.
DROP <Item> - drops an item to the floor.
HELP - lists a set of general actions the game understands.
PAUSE - pauses the countdown timer of the self-destruct until another command is inputted.
MAP - shows the player the map of the space station. (Must be unlocked)
SAVE GAME - saves the game.
LOAD GAME - loads a previously saved game.
EXIT GAME - stops and exits the game.
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Figure 1: All general actions in the game through the in-game command "HELP".

## **Game Walkthrough (SPOILERS)**

Below are a set of steps to guide the player in correctly completing the puzzles and escaping the space station. These are the main steps necessary to win the game. There are many other features and actions that are within the game. In addition to below, please feel free to see what they do with the "LOOK AT" command and the corresponding interactive commands.

### **To escape without turning off countdown:**

1. The player will start out in the MEDBAY room. The player must take the SCALPEL by using the command "PICK UP SCALPEL" and placing it in their INVENTORY.
2. The player shall then make their way to CORRIDOR 1 using the command "GO TO CORRIDOR 1". In order to unlock the "MAP" action, the player may use the command "UPLOAD INTERACTIVE MAP".
3. The player will then go to CORRIDOR 2, using the command "GO TO CORRIDOR 2". To get the WRENCH from this room, the player will need to input "PUSH THE MAN".
4. The player will need to then make their way back to MEDBAY using the command "GO TO CORRIDOR 1" and then "GO TO MEDBAY". There, the player will input "OPEN MEDICAL BOX" and acquire the FLARE GUN.
5. The player will then go to the room LIFE SUPPORT O2 by using the commands "GO TO CORRIDOR 1", "GO TO CORRIDOR 2", "GO TO CORRIDOR 3", and "GO TO LIFE SUPPORT O2". In here, the player will take the EMPTY CONTAINER on the ground by using "PICK UP CONTAINER". The player will then unveil the way to STORAGE by using the command "SHOOT AT O2 CANISTERS".
6. Enter the new STORAGE location by using the command "GO TO STORAGE". Here, the player will get the "KEY" by using the command "OPEN CLOSET".
7. The player shall then make their way to the CAFETERIA by using the commands "GO TO LIFE SUPPORT O2", "GO TO CORRIDOR 3", and "GO TO CAFETERIA". In here, the player will turn the EMPTY CONTAINER into a FILLED CONTAINER by using the command "PLACE EMPTY CONTAINER UNDER STOVE".
8. The next place the player will go to is the ENGINE BAY, by using the commands "GO TO CORRIDOR 3" and "GO TO ENGINE BAY". The player will take the WORK

GLOVES by using “OPEN POCKETS OF THE WORKER’S JUMPERS”. Next, the player needs to use the command “FILL THE PUMP PRIMER” as a step in restoring power to the station.

9. The player will then need to go to the REACTOR, by using the command “GO TO CORRIDOR 3” and “GO TO REACTOR”. In here, the player will gain the NAV COMM UPDATE MODULE by using the commands “TURN THE VALVE” and then “TAKE NAV COMM UPDATE MODULE”.
10. The player will then make their way over to ELECTRICAL by using the commands “GO TO CORRIDOR 3”, “GO TO CORRIDOR 2”, “GO TO CORRIDOR 1”, and “GO TO ELECTRICAL”. The power to the station shall be restored by using the command “REPAIR ELECTRICAL PANEL”.

*Path 1 - To escape without turning off the countdown:*

11. The player will then go to NAVIGATION by using the commands “GO TO CORRIDOR 1” and “GO TO NAVIGATION”. In here, the player will make the escape pod usable by using the command “UPLOAD NAV COMM UPDATE MODULE”.
12. The player will then need to go to the ESCAPE POD ROOM, by using the commands “GO TO CORRIDOR 1” and “GO TO ESCAPE POD ROOM”. To win the game, the player will then use the command “ENTER ESCAPE POD”.  
Congratulations!

*Path 2 - To escape and turn off the countdown:*

11. The player will then go to NAVIGATION by using the commands “GO TO CORRIDOR 1” and “GO TO NAVIGATION”. In here, the player will make the escape pod usable by using the command “UPLOAD NAV COMM UPDATE MODULE”. They will then make the way to the CAPTAIN’S LODGE accessible by using the command “UNLOCK CAPTAIN’S LODGE”.
12. The player will then go to the CAPTAIN’S LODGE by inputting “GO TO CORRIDOR 1”, “GO TO CORRIDOR 2”, “GO TO CORRIDOR 3”, and “GO TO CAPTAIN’S LODGE”. In here, the BADGE will be acquired by using the command “USE SCALPEL ON DESK”.
13. The player will then go to the MAINFRAME by using the commands “GO TO CORRIDOR 3”, “GO TO CORRIDOR 2”, “GO TO CORRIDOR 1”, and “GO TO MAINFRAME”. In here, the player will shut off the countdown by using the command

“HACK COMPUTER”, then inputting the password as “1225MEMPHIS”. \*\*Hints for this password are found from doing the following: Using the commands “READ FRAMED PHOTO MESSAGE” in the CAPTAIN’S LODGE, “READ BIRTHDAY MESSAGE” in COMMUNICATIONS, and “PLAY MESSAGE RECORDER” in NAVIGATION.

14. The player will then need to go to the ESCAPE POD ROOM, by using the commands “GO TO CORRIDOR 1” and “GO TO ESCAPE POD ROOM”. To win the game, the player will then use the command “ENTER ESCAPE POD”.  
Congratulations!

## References

[1] Text Based Adventure, William Pfeil, EECS Project Submission Form,  
<https://eecs.oregonstate.edu/capstone/submission/pages/viewSingleProject.php?id=0L7nfqTY6P7BB8dr>

[2] Mid-Point Project Check - Project Nashville, Anneliese Doerfler, Clayton Hewitson, Stuart Kyawmyint, Oregon State University, February 2021.