

CS 246 Final Project Demo

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Need to show:

Initialization:

- empty board (with default.txt)

- spawned board (both default.txt and readin version)

explain: PC and enemy are in different chamber, show number of enemies, potions, and gold are correct.

- initialize with each player character to show the initial stats are correct

PC and Enemy: - attack each enemy and show that the stats are correct, also show the special abilities of different enemies or pc are in effect.

PC MOVE:

- movePC towards an occupied postion

- movePC through chambers and passages

- movePC to next level

- movePC to gold, move PC to dragonHoard

- movePC near each enemy to show each enemy will attack PC

- movePC near dragonHoard to show that Dragon will attack PC

- movePC near merchant that is not hostile yet

PC ATTACK:

- PC attack each race of enemy, and get attacked back, show stats calculation and show the special effect of each enemy and PC, this will cause

race number of PC * race number of Enemy combinations

- PC attack

Once upon the time, heros moved through the dungeon and slayed evil enemies while collecting treasures along the way. However, the monsters have revolted and demanded to be made the heroes! Yes, you, in CC3K is a monster that climbs up floors in the dungeon to reach exit.

1 Demo using input

To read “cc3kfloor.txt” as input file, run as follows:

```
./cc3k cc3kfloor.txt
```

to use the default file and randomly generate game elements, run as follows:

```
./cc3k
```

to fix a seed, pass “cc3kfloor.txt” as the first commandline argument, then pass a number as the second commandline argument.

1.1 Demo 1

For Demo 1, use the following command to generate the game. “input” is the file that contains a list of commands that plays the game from the start.

```
./cc3k cc3kfloor.txt 1 < input
```

All graphs displayed in this subsection can be found in the output of this command when running in terminal. Here, highlight the features that are shown in this demo1.

1. Initialization:

In “input”, we chose troll for demo, after t and return, the board will be displayed, which is read in from “cc3kfloor.txt”, the following is the initial interatction.

Please select a race:

t

```
|-----|
|
| |-----| |-----| | | |
| | .....@..P.....M.....| | .....GD.....|
| | .....P.....+#####+.....E.....|-----|
| | .....L.....| # | .....O.....GD..|--|
| | ...O.....P.....| # | .....|--|
| |-----+-----| # |-----+-----| .....|
| | # |#####| .....W.....|
| | # |# |-----+-----| |P.....|
| | # |# | .....| .....|
| |#####| |...W...P..|#####+.....|
| | # |# | .....| # | .....|
| | # |# |-----+-----| # |-----+-----|
| | |-----+-----| # |# |# |# |
| | |...\.P.....P...| # |# |# |-----+-----|
| | | .....|#####| .....|
| | | .....P.....P...| # |# |P.....|
| | |...L.....| # |-----+-----| .....|
| | | .....| # | .....P.....|
| | | .....+#####+.....H.....H.....|
| | |...G.....G.....| | .....G.....G..|
| |-----| |-----|
|
|-----|
Race: troll Gold: 0 Floor: 1
HP: 120
ATK: 25
DEF: 15
```

The initial stat for pc and floor and also the position of all game elements are all correct as you may check.

2. PC moves and Enemy Moves

command inputted : ea

```

|-----|
| |-----| |-----|
| |.....@.P.....| |.....GD.....|
| |.....LP.....M.....+#####+ |-----|
| |.....O.....| # |.....E.....GD..|--|
| |.....P.....| # |.....O.....|--|
| |-----+-----| # |-----+-----| |.....|
| | # |#####| |.....|
| | # | # |-----+-----| |P.....W.....|
| | # | # |...W.....| |.....|
| |#####| |.....P..|#####+ |.....|
| | # | # |.....| # |.....|
| | # | # |-----+-----| # |-----+-----|
| | |-----+-----| # | # | # | # |
| | |....\..P.....P...| # | # | # | |-----+-----|
| | |.....|#####| |.....|
| | |...L...P.....P...| # | # |P.....|
| | |.....| # |-----+-----| |.....|
| | |.....| # |.....P.....H.....|
| | |.....+#####+ |.....H.....|
| | |.G.....G.....| |.....G.....G..|
| |-----| |-----|
|-----|
Race: troll Gold: 0 Floor: 1
HP: 106
ATK: 25
DEF: 15

```

You moved east. halfling dealt 14 damage to you. You saw an unknown potion.

In this round, the following features are shown:

- PC moves east.
- All enemies move randomly (except dragon which is always stationary).
- Halfling is beside PC so it attacks PC causing damage of 14. This damage is calculated using the formula in cc3k-villan.pdf.
- There is a potion on the bottomleft corner, and it is unknown, so a message is displayed saying “You saw an unknown potion”.

3.