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 Game Setup

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 argment. For the demo, we use the following command to generate the game

```
./cc3k cc3kfloor.txt 1
```

The game will ask us to choose a race:

`Please select a race:`

We can choose