

**Treasure Map User Manual**  
**[Team A]**

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## Introduction

Treasure Map is a text adventure dungeon crawler game where the player will have to navigate different rooms and environments to win. Anything can happen so the player has to keep sharp if they want to survive the adventure. The player wins if they successfully slay the dragon at the end of the game but there are many dangers along the way, keep an eye out for items that might give you an edge. Best of luck adventurer.

## Functions

Entering the following commands into git bash runs the project.

```
cd c/(your personal directory to the github folder)/team-a
```

This will take you to the master branch.

```
./team-a.exe
```

This will run the game

Upon running the project the main class will call Game and the game will start for the user.

There is no input from the player needed. The game is fairly simple and the player will be greeted with a title screen to enter their name. After that the player will be loaded into the first environment. After that the player is on their own. The commands the player has access to are as follows:

“help”- prints the possible commands

“quit”- exits the game

“search”- searches the room for helpful clues and items

“inspectitem” - inspects a found item

“useitem”- uses a specified item

“getitem” - opens the players inventory to view possible items

“Talk”- begins dialogue with NPC’s

“attack”-initiates combat with enemies

“steal” -attempts to steal from NPC’s inventory

“drop” -drops a specified item from the players inventory

“up” - moves player up

“down”- moves player down

“left”-moves player left

“right”-moves player right

```

Zachs@ZachDesktop MINGW64 ~
$ cd /c/Users/Zachs/github/team-a

Zachs@ZachDesktop MINGW64 ~/github/team-a (master)
$ ./team-a.exe
Welcome to our text adventure.
What is your name?

```

```

Zachs@ZachDesktop MINGW64 ~
$ cd /c/Users/Zachs/github/team-a

Zachs@ZachDesktop MINGW64 ~/github/team-a (master)
$ ./team-a.exe
Welcome to our text adventure.
What is your name?
Zach
Hello, Zach you are an adventurer!
A wide cobbled road leading back to the slums. Quite a few people sleep
on the side of the road and in the alleyways.
You may interact with Mayor
I have a quest for you! There's a Dragon that has been stealing gold
from the towns people. We need it killed, and any treasure the Dragon
has will be yours! Head north to find the cave! Help can be found in
the Town's Tavern. You can find a weapon in the forest to aid you.
What would you like to do
up
You've entered Town Square
Goldcrest town square is quite in the dying light. The shop owners have
closed their stalls and gone home for the night. Few people are outside
this evening.
What would you like to do

```

```

$ ./team-a.exe
Welcome to our text adventure.
What is your name?
Zach
Hello, Zach you are an adventurer!
A wide cobbled road leading back to the slums. Quite a few people sleep
on the side of the road and in the alleyways.
You may interact with Mayor
I have a quest for you! There's a Dragon that has been stealing gold
from the towns people. We need it killed, and any treasure the Dragon
has will be yours! Head north to find the cave! Help can be found in
the Town's Tavern. You can find a weapon in the forest to aid you.
What would you like to do
up
You've entered Town Square
Goldcrest town square is quite in the dying light. The shop owners have
closed their stalls and gone home for the night. Few people are outside
this evening.
What would you like to do
help
Help:
The following commands are possible
help
quit
search
inspectitem
useitem
getitem
talk
attack
get
steal
drop
up
down
left
right

Type help at any time to return to this menu.
This should not print...
What would you like to do

```

## Troubleshooting Guide

To access help in game simply type help anytime which will bring the player to a list of available commands. There are no current errors in the project, the player should not have to do any trouble shooting.