

CC3K Demo

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Spawning

Default map

Run ./cc3k to begin the game with the default map, the prompt for player race selection will show:

```
y3447zha@ubuntu2004-016:~/cs246/f21/cc3k$ ./cc3k
      /$$$$$$$/ $$/
      /$$ _  $$| $$/
 /$$$$$/ | $$/_/ \ $$| $$   /$$
 /$$ _  /$$| $$| ____| $$ /$$/
 | $$| $$| $$| /$$ \ $$| $$| $$| $$$$$$/ 
 | $$| $$| $$| /$$ \ $$| $$| $$| $$_  $$| 
 | $$$$/| $$| $$$$/| $$| $$$$/| $$ \ $$| 
 \____/| \____/| \____/| \____/| \____/| 
Made with ❤ by Feiyang Li, Wendy Zhang, and Jody Zhou. All rights reserved.

Enter d for Drow, v for Vampire, t for Troll, g for Goblin, or s for Shade.
If any other letter is entered, default Shade is generated.
█
```

Custom map (extra feature)

Run `./cc3k` with an additional argument to start with a custom map. Example shows using a custom map called “`test.txt`”, which is provided in our zip submission:

Choosing player race

Entering a PC race will spawn PC, and the game floor, including enemies, gold and potions.

Enter d to spawn a Drow:

Enter d for Draw, v for Vampire, t for Troll, g for Goblin, or s for Shade.
If any other letter is entered, default Shade is generated.
d

Race: Drow Gold: 0
HP: 150
Atk: 25
Def: 15
Action: Player character has spawned.

Floor 1

Enter v to spawn Vampire:

The terminal window displays a text-based RPG game. At the top, instructions state: "Enter d for Drow, v for Vampire, t for Troll, g for Goblin, or s for Shade. If any other letter is entered, default Shade is generated." Below this, the character 'V' is at the top left. The main area shows a grid-based map with various rooms and paths. Rooms contain symbols like 'G', 'H', 'MP', 'W.G.', 'L.', 'G', 'E', 'P', 'G', 'W', 'P', 'G', 'L.', 'W', 'L.', 'G', '@', 'P', 'G', 'W.H.', 'H'. Paths are marked with '#'. A vertical border on the right side of the map has '#' symbols at its intersections. At the bottom left, player stats are listed: "Race: Vampire Gold: 0", "HP: 50", "Atk: 25", "Def: 25". At the bottom right, it says "Floor 1".

Enter t to spawn Troll:

Enter d for Drow, v for Vampire, t for Troll, g for Goblin, or s for Shade.
If any other letter is entered, default Shade is generated.
t

Race: Troll Gold: 0 Floor 1
HP: 120
Atk: 25
Def: 15
Action: Player character has spawned.

Enter g to spawn Goblin:

Enter d for Draw, v for Vampire, t for Troll, g for Goblin, or s for Shade.
If any other letter is entered, default Shade is generated.

g

.P.@.P.....E		W.....P.		
ED +#####+ .G. D		.G. G. P.		
..G.....#		.G.		.P.
..H. #		.G.		.P.
+ #		.G.		.P.
#		.D.		.H.
#		..G.		..H.
#####+###+		..G.		..M.
#		.D.		.L.\EM.
#		..G.		..M.
#		.#		.#
#		.#		.#
#		.#		.#
+		.#		.#
.P.		.#		.#
E. M.		.#		.G. P.
.P. .E. .P. O		.#		.G.
O		.#		.P.
.L. G. PP. #####+		.W. M.		
.G.		.#		.L.
.G.		.#		.G. M.

Race: Goblin Gold: 0
HP: 110
Atk: 15
Def: 20
Action: Player character has spawned.

Floor 1

Enter s, or any other character other than \$ and ~ (hidden characters) to spawn default race
Shade:

Enter d for Drow, v for Vampire, t for Troll, g for Goblin, or s for Shade.
If any other letter is entered, default Shade is generated.
s

Race: Shade Gold: 0
HP: 125
Atk: 25
Def: 25
Action: Player character has spawned.

Floor 1

The map shows a rectangular room divided into several sections by thick vertical and horizontal lines. The sections contain the following labels:

- Top-left section: DG.
- Top-right section: G..L
- Middle-left section: P.....L.....D.....P.....P.
- Middle section: # .P.G.E. G.M
- Middle-right section: O
- Bottom-left section: \..L.H.....P.....W.....0
- Bottom section: 0.....+#####+.....O...PL..P.....W..H@.....G.....0..P
- Bottom-right section: G.

Character positions are indicated by lowercase letters:

- D (Drow) is in the top-left section.
- V (Vampire) is in the middle-left section.
- T (Troll) is in the bottom section.
- G (Goblin) is in the bottom-right section.
- S (Shade) is in the middle-right section.

At the bottom of the screen, player stats are displayed:

Race: Shade Gold: 0
HP: 125
Atk: 25
Def: 25
Action: Player character has spawned.

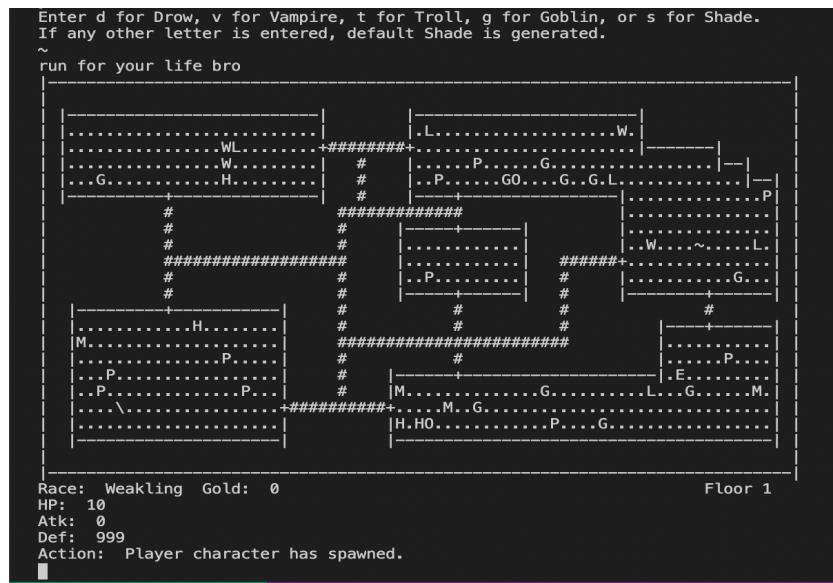
Floor 1

Hidden characters (extra feature)

Enter \$ to spawn the hidden character God. God has HP, Atk and Def of 999, and is displayed as \$:



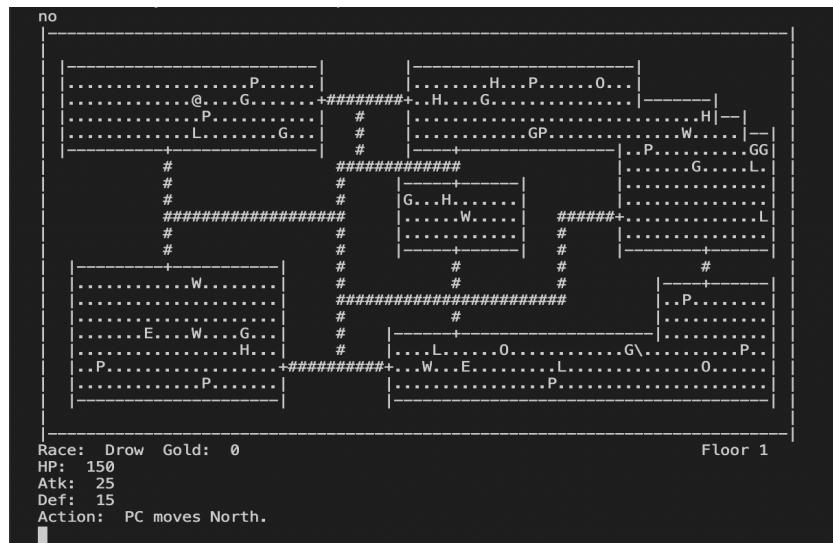
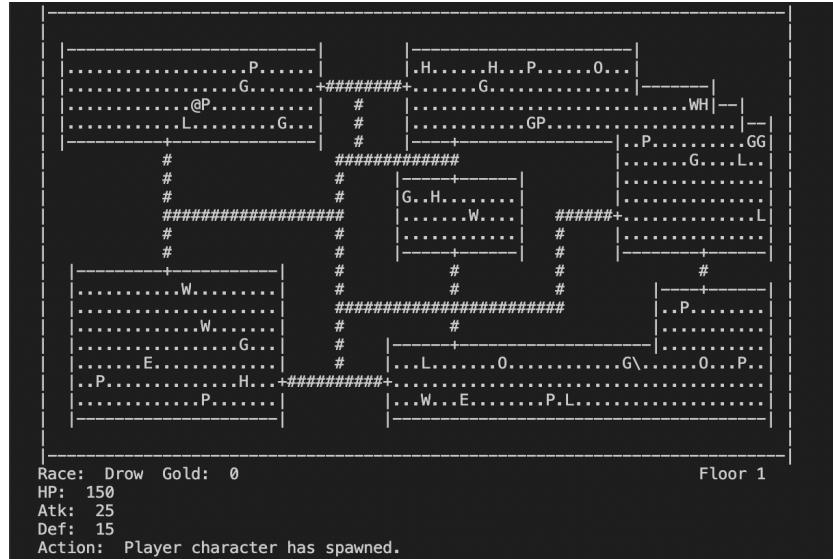
Enter ~ to spawn the hidden character Weakling, who has 10 HP, 0 Atk, 999 Def and is displayed as ~ :



Movement

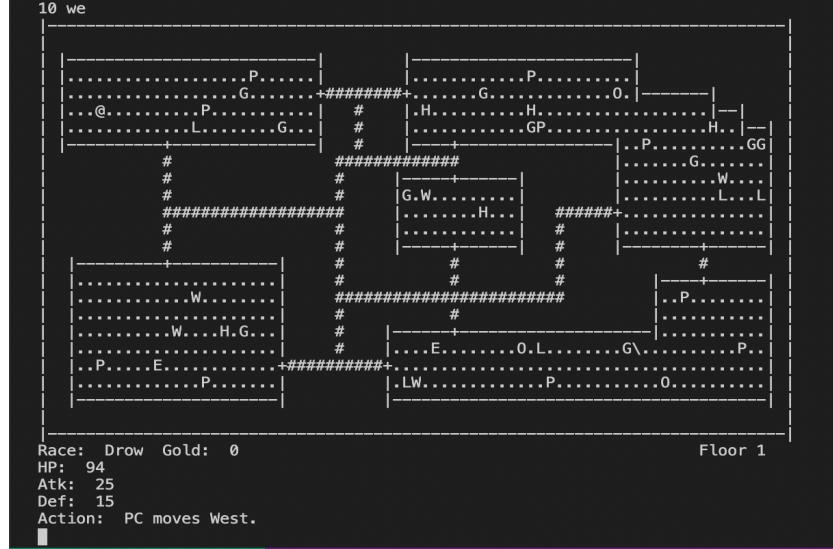
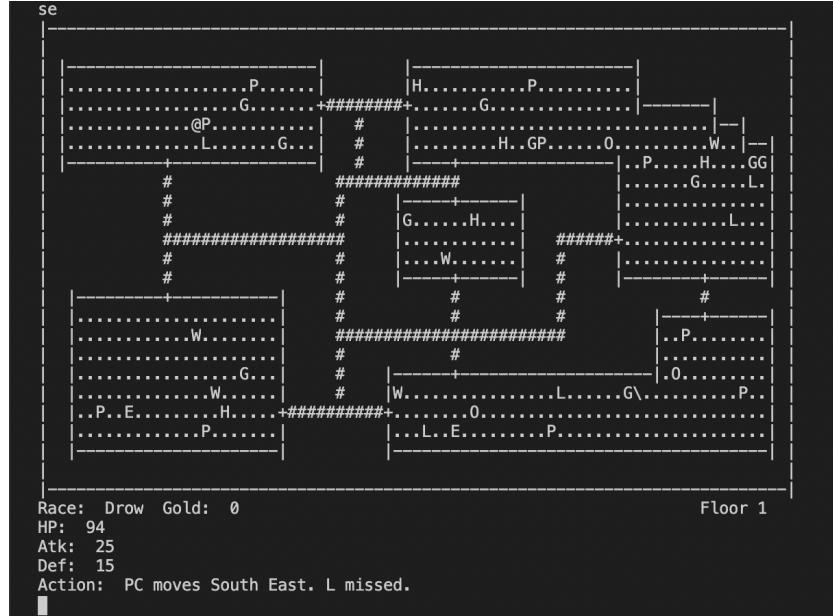
Regular PC movement (one block)

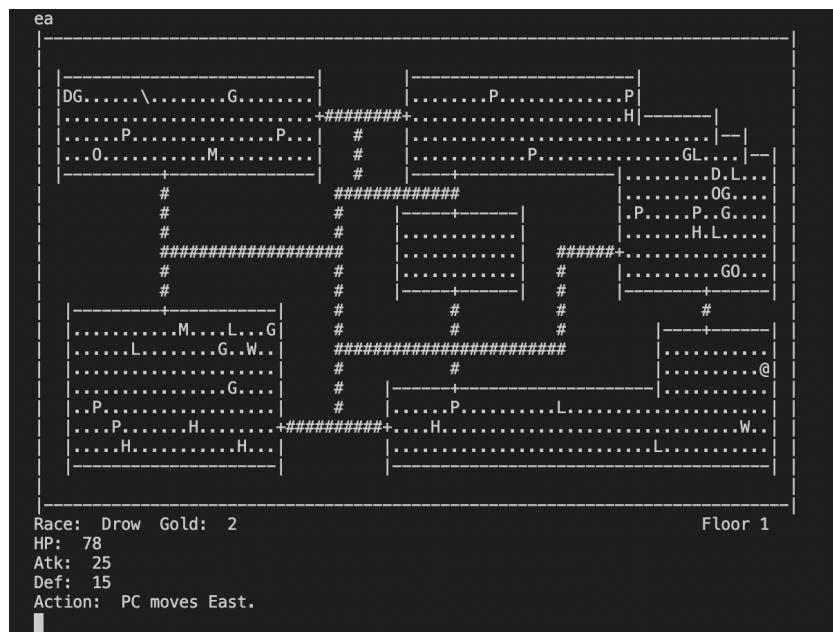
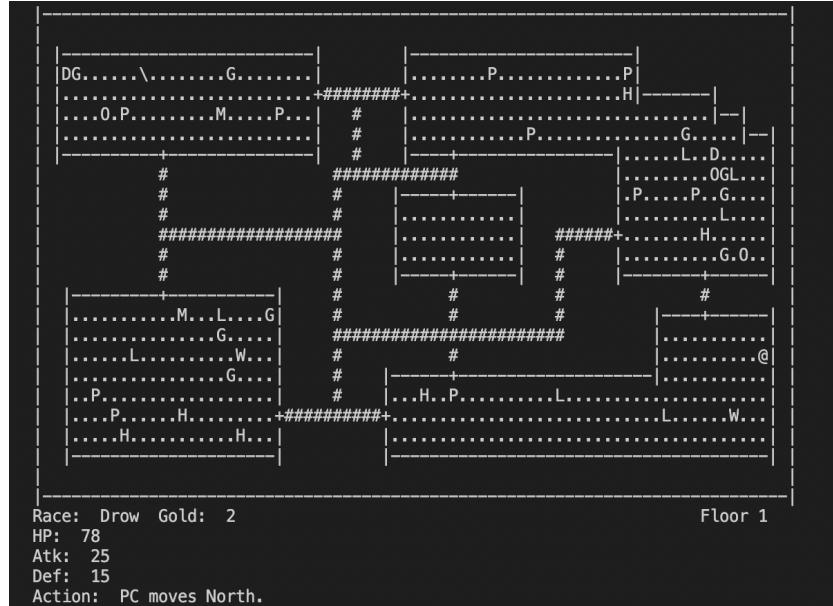
Enter no, so, we, ea, nw, ne, sw or se to move one block in the specified direction. Example shows moving one block north:

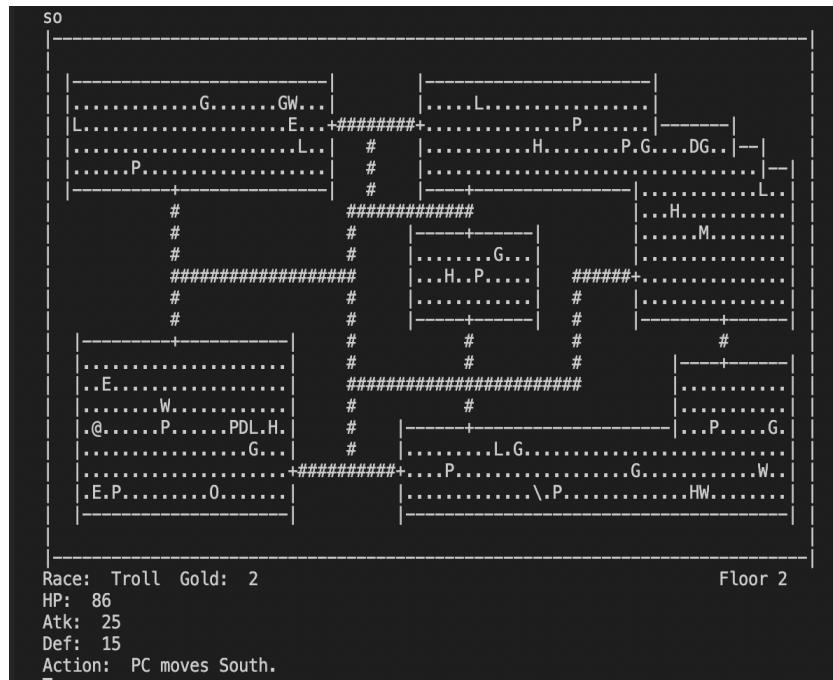
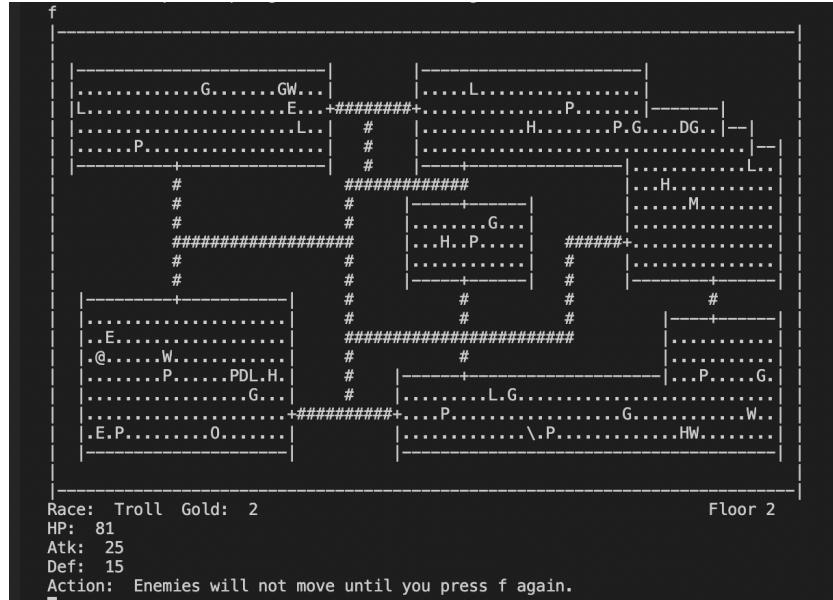


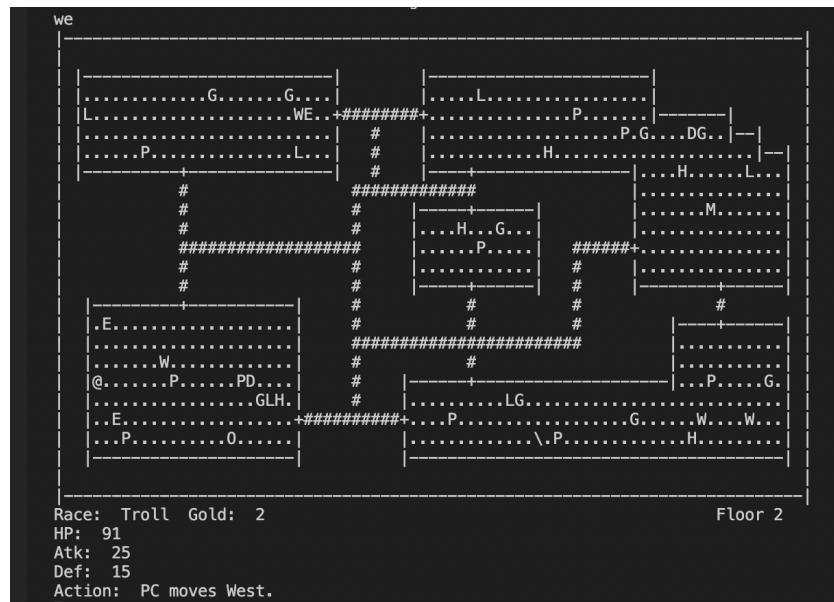
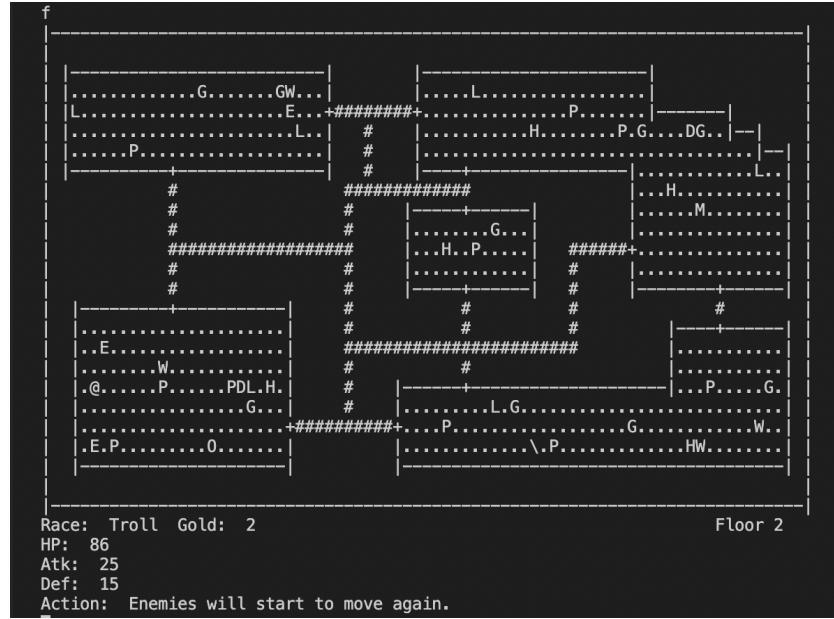
Multi-block PC movement (extra feature)

Enter a positive integer before any of the above 8 directions to move that many times towards the specified direction. Example “10 we” :



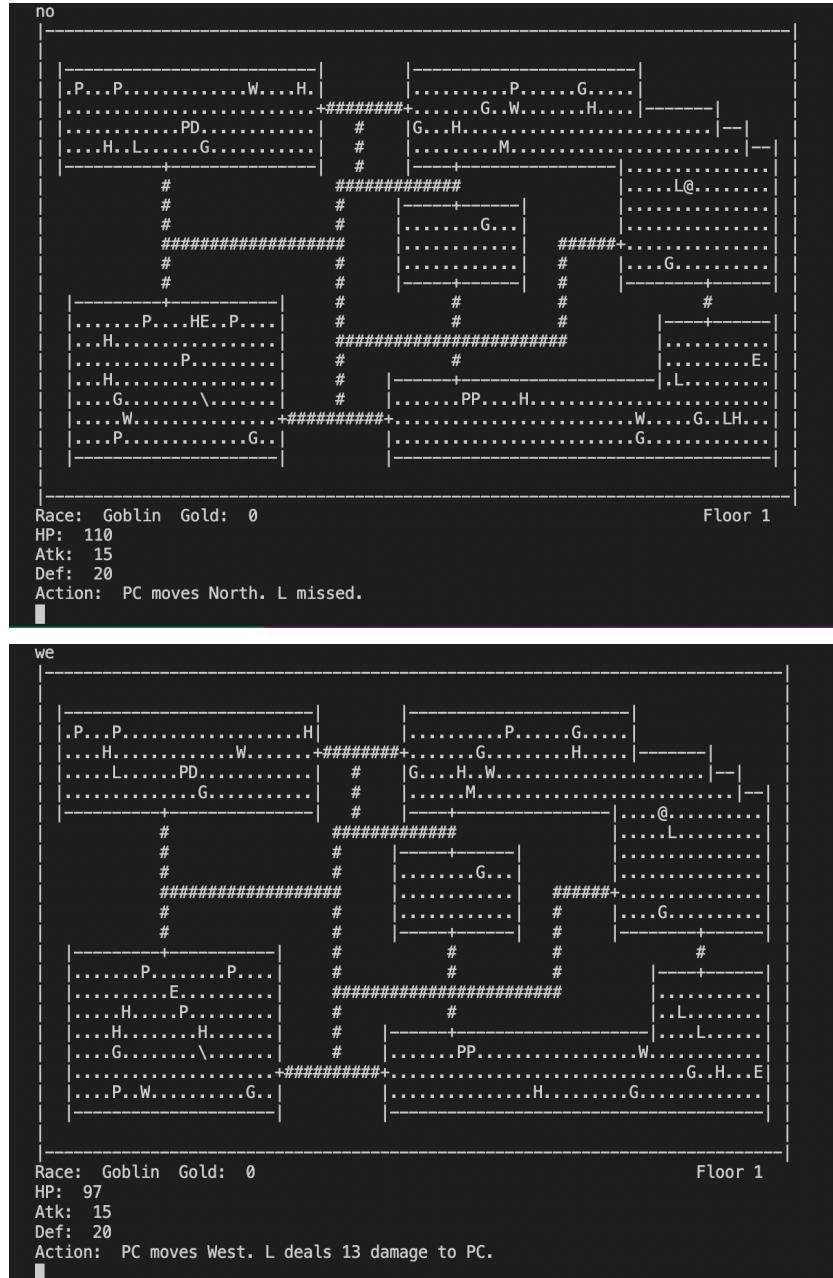
PC moving onto wall - nothing happens

Toggle enemy movement

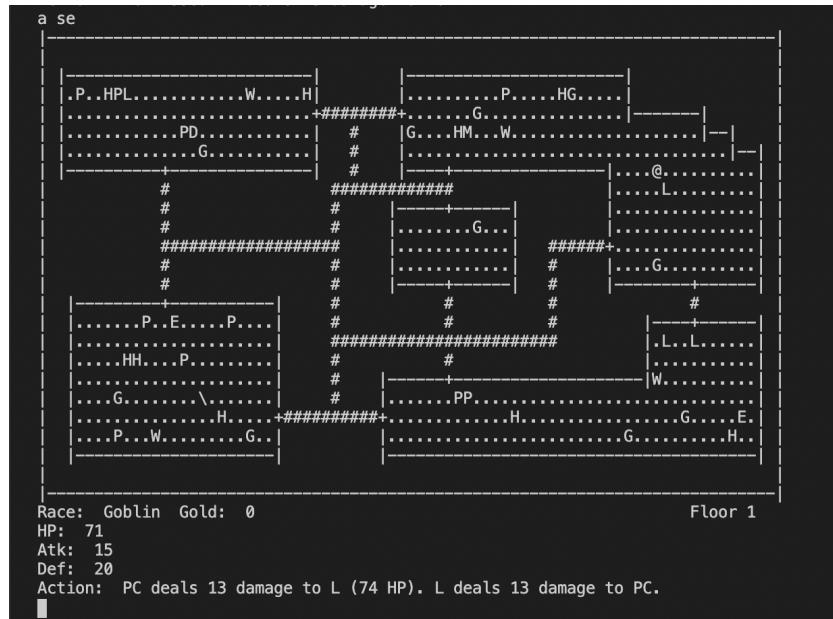
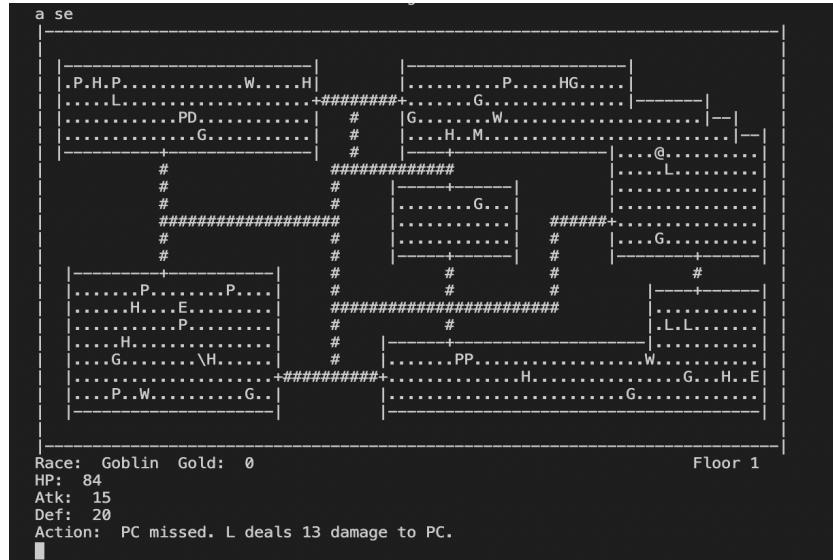


Combat

Generic enemy attack (missing and hitting PC)

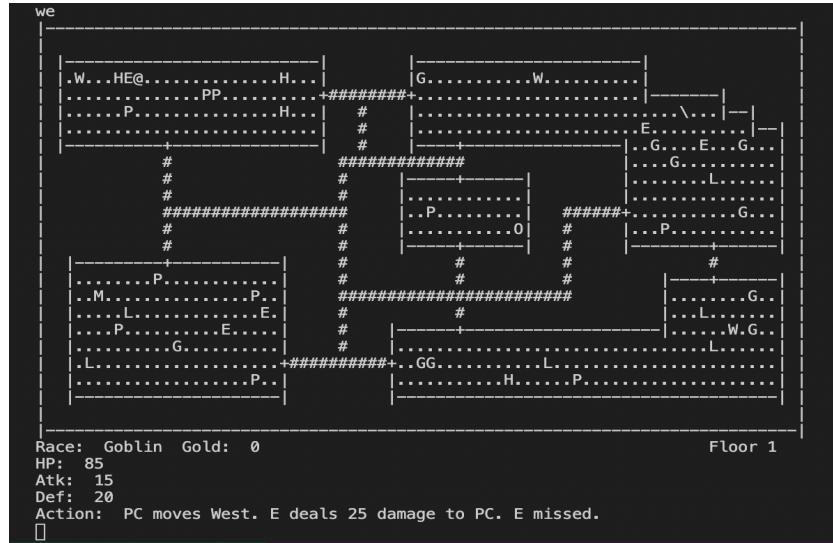


PC hitting and missing Halfling (50% chance to miss)

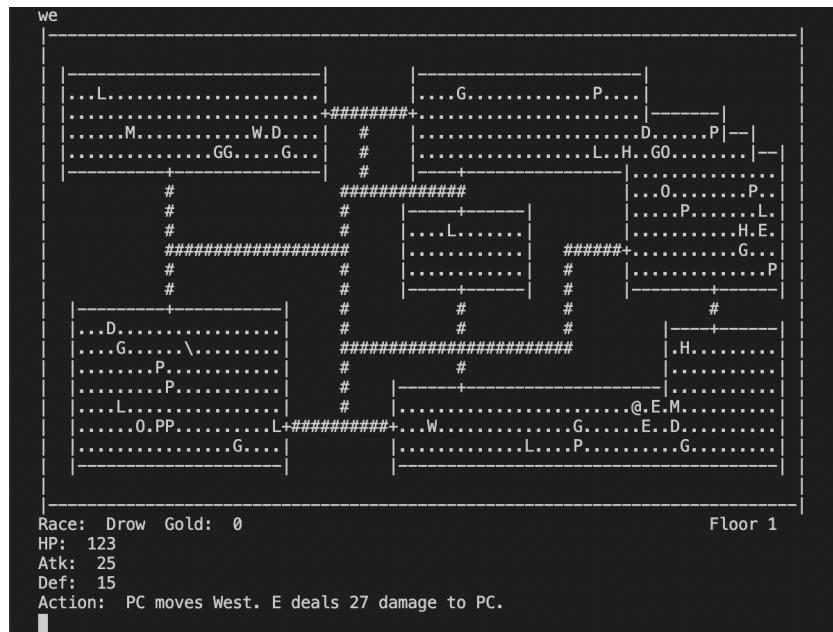


Elf attack

Elf gets two attacks against a PC that is not Drow:

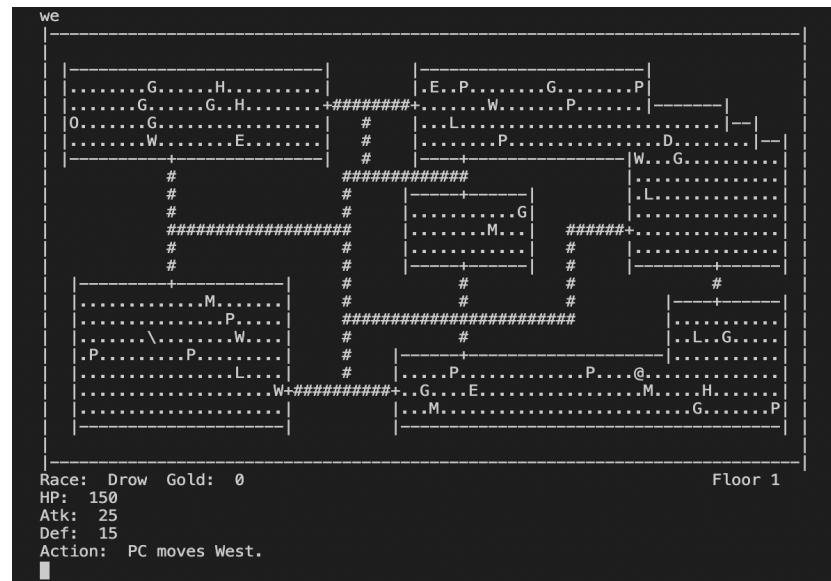


Elf gets only one attack against a Drow:

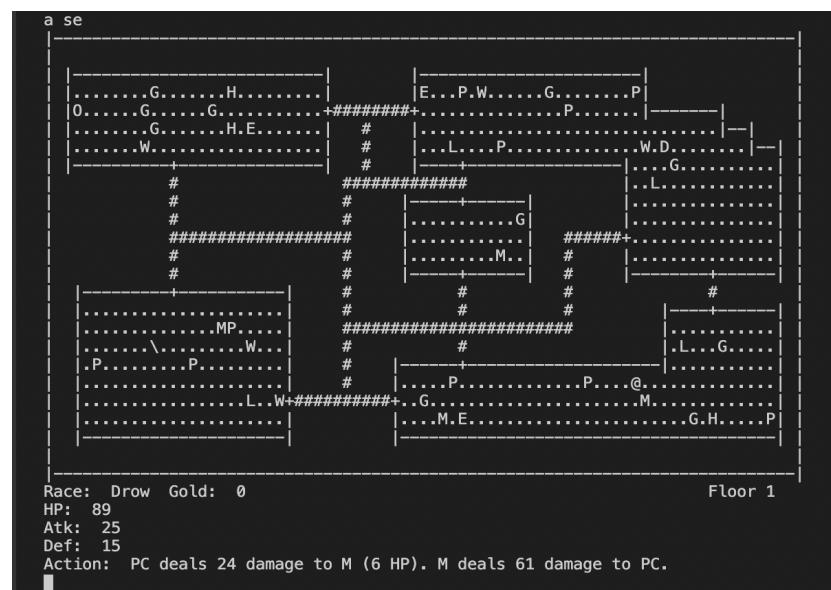


Merchant attack

Non-hostile merchant will ignore PC within one block radius:

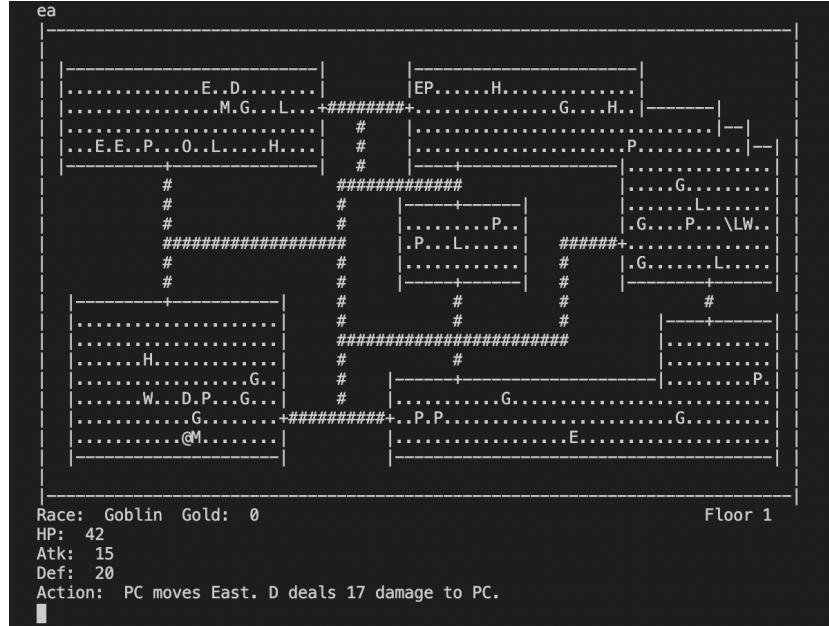


However, if PC attacks Merchant, then Merchant will become hostile and immediately attack back:

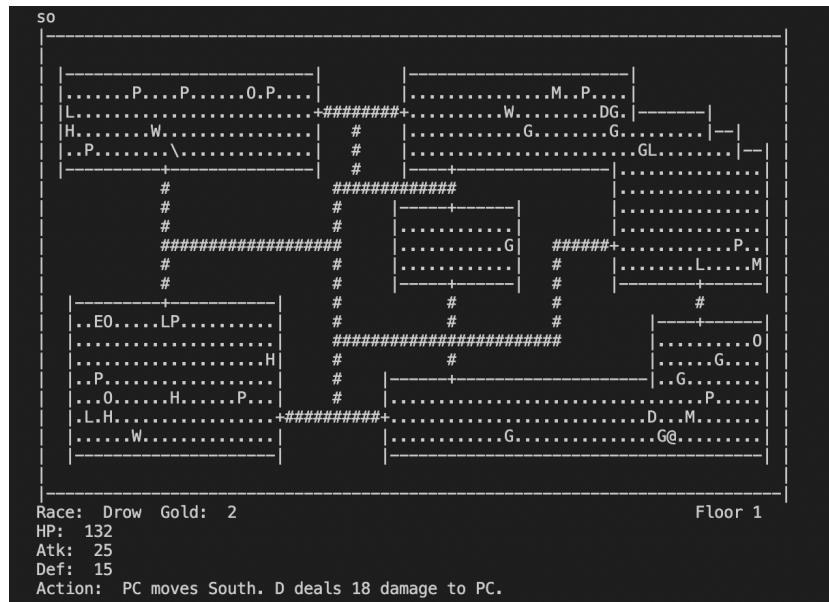


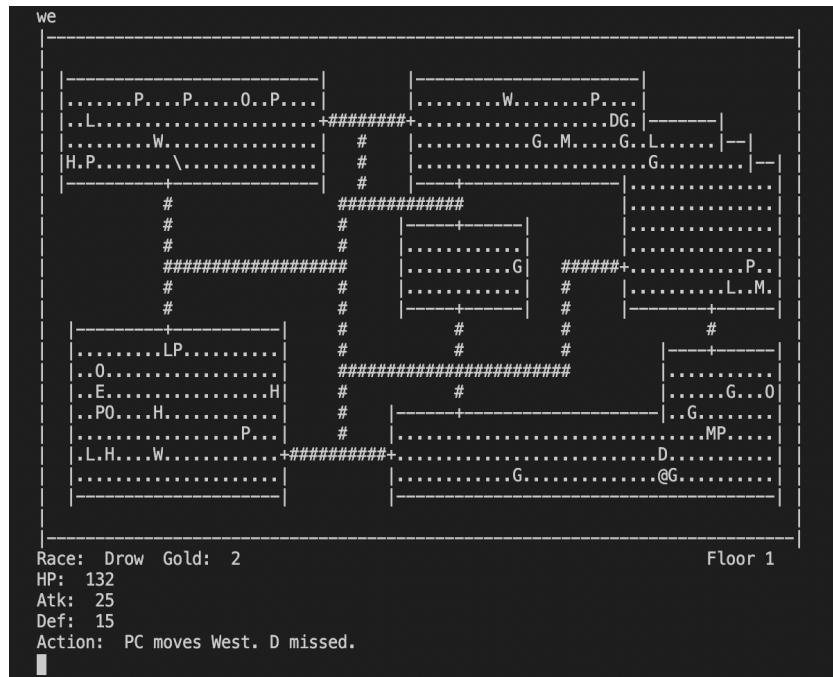
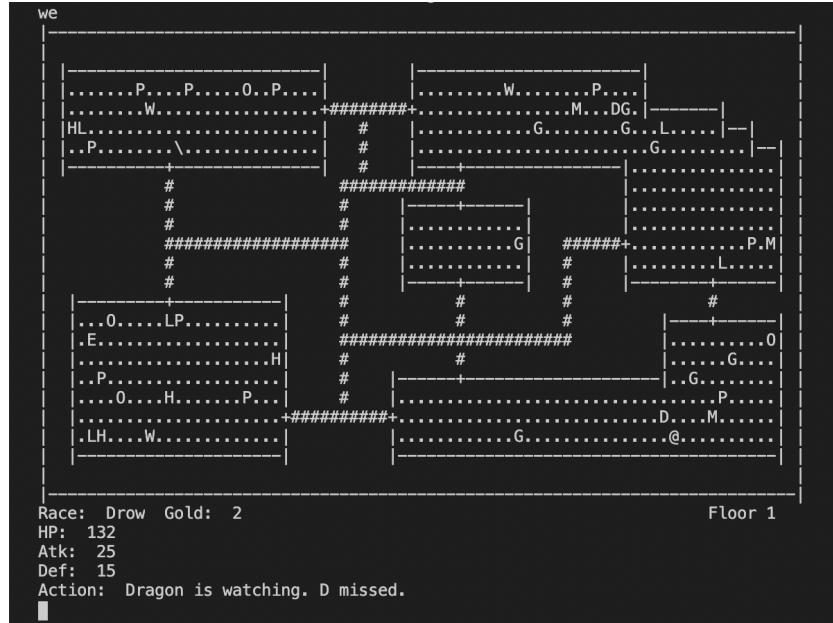
Dragon attack and death

Dragon will attack if PC is within one block of its hoard, even if PC is not within one block of the Dragon itself:



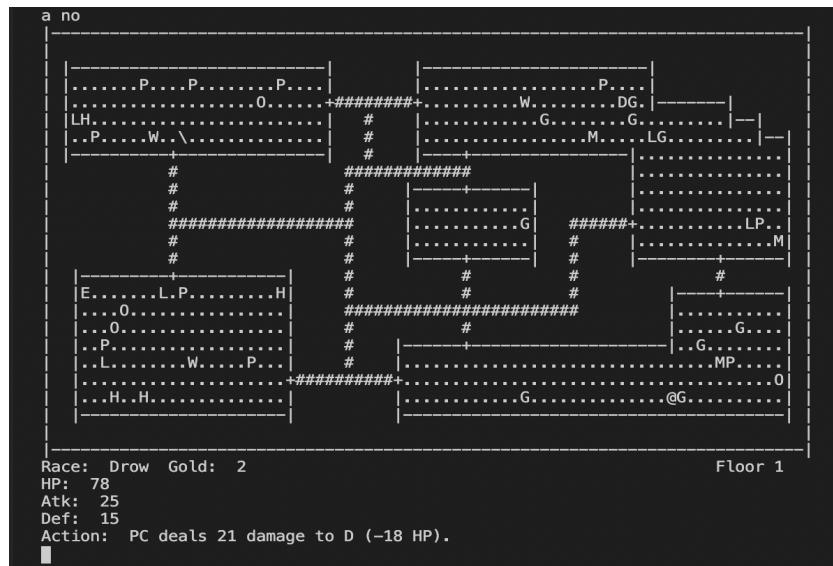
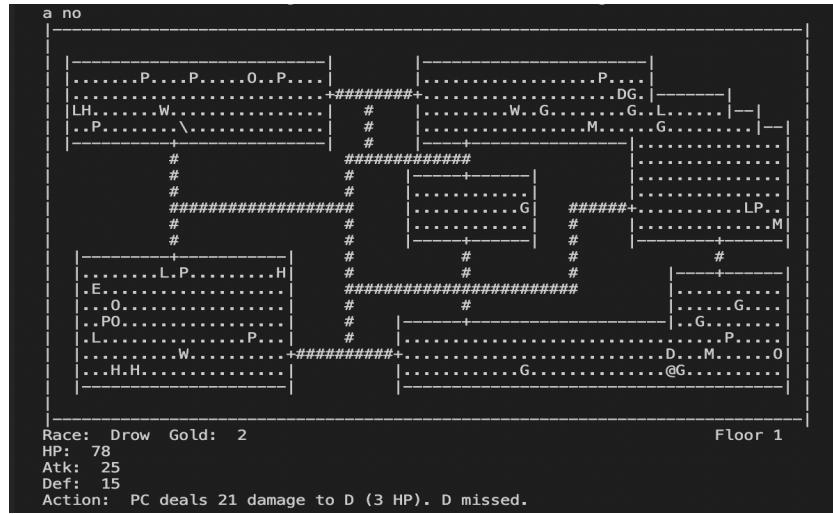
PC is unable to pick up dragon hoarding when Dragon is alive. Example of PC walking over hoard:



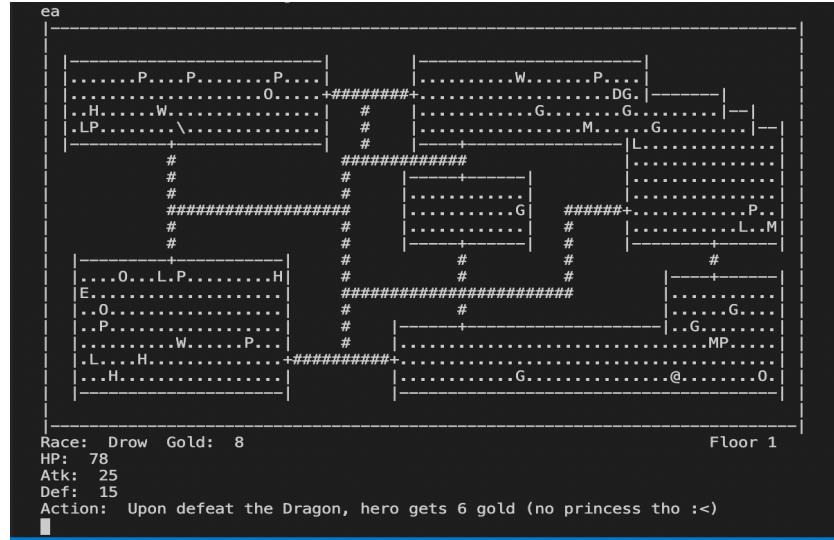


Note hoard is still there when PC walks away.

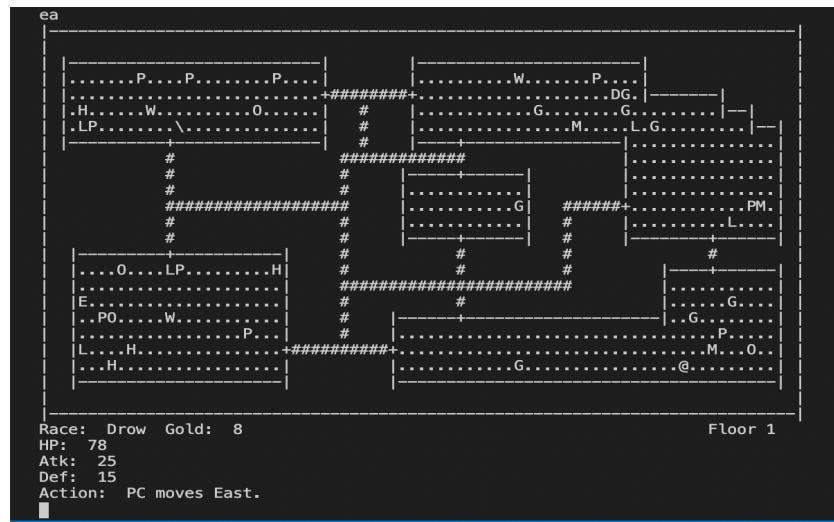
Killing Dragon and picking up hoard:



Dragon disappears upon death.



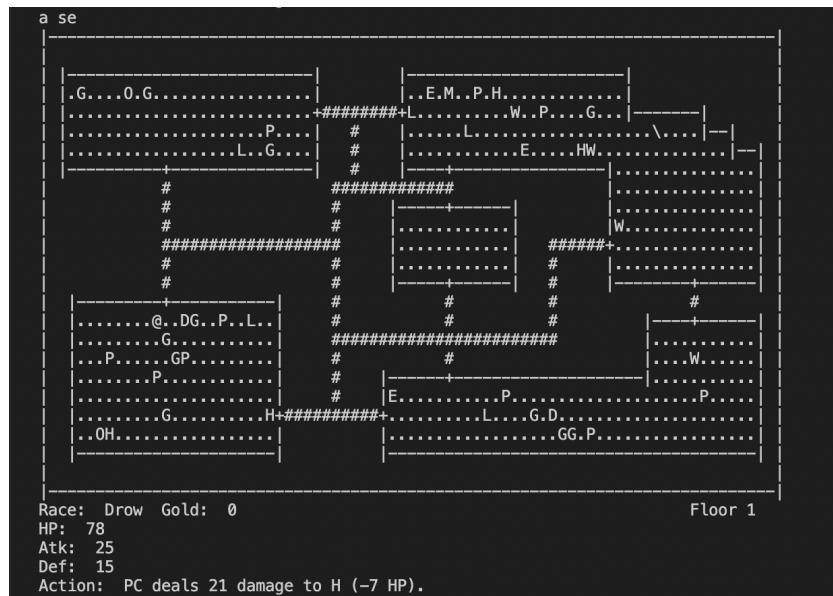
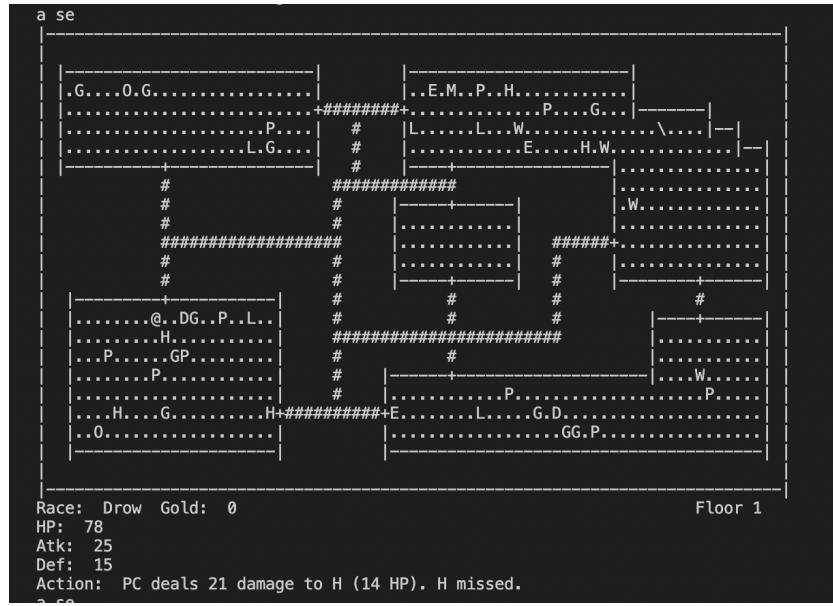
PC picks up hoard.



Hoard disappears when the PC walks away.

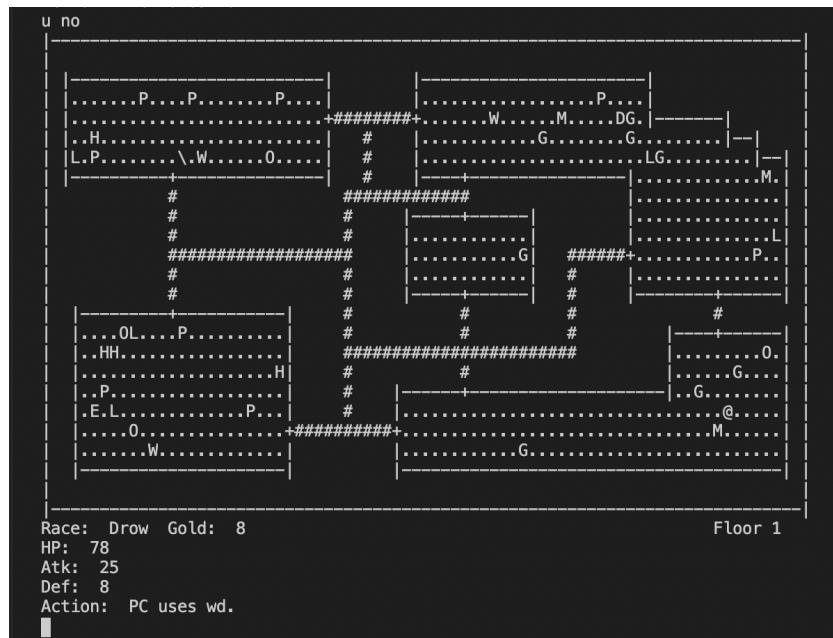
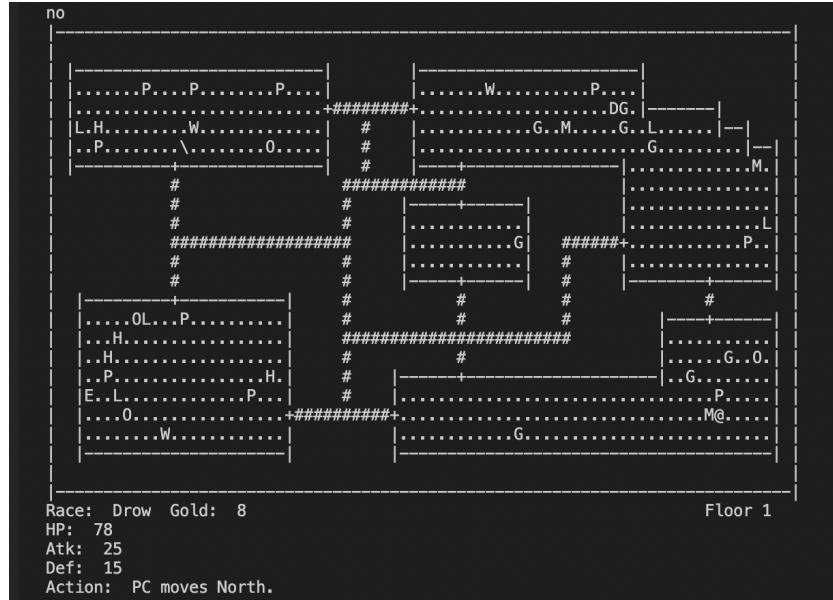
Human/Merchant drops gold upon death

Example shows a Human dropping gold when slain:



Potion Use

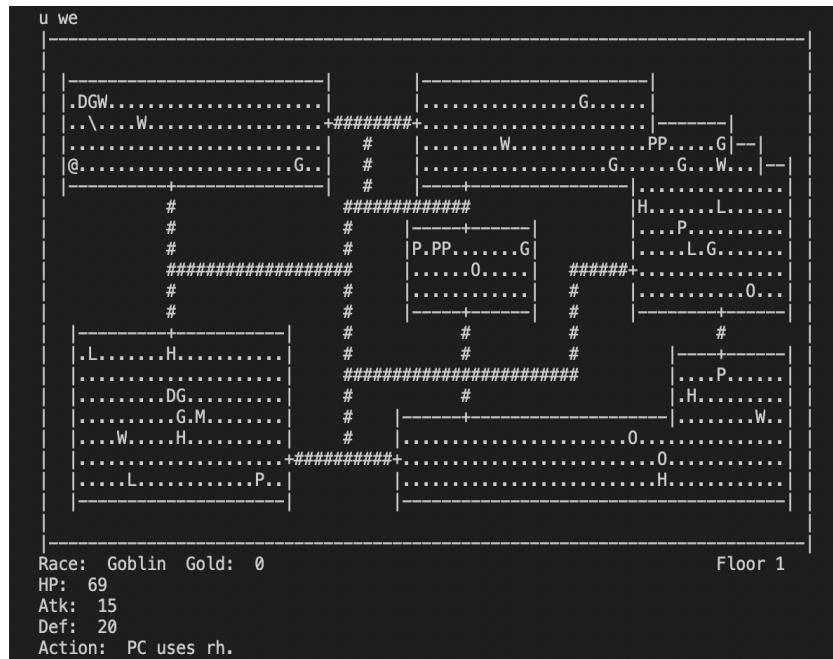
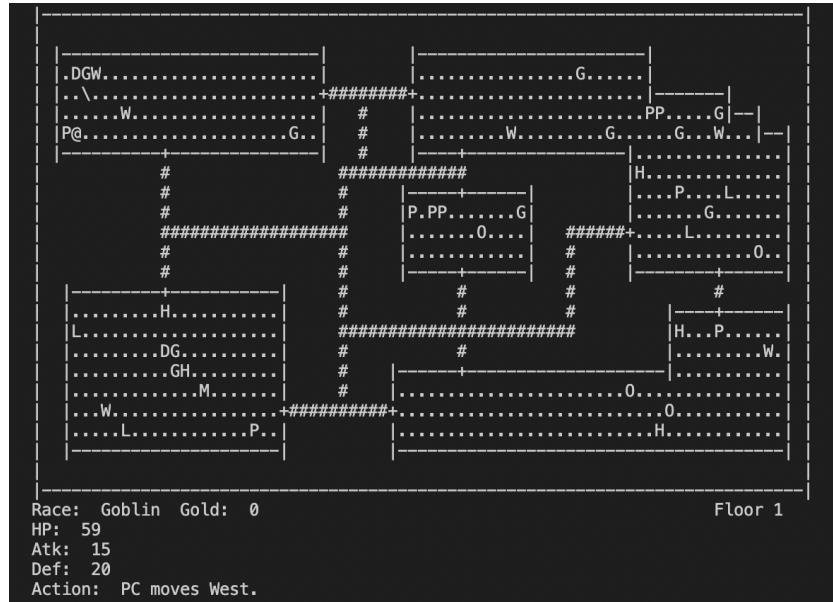
Example:

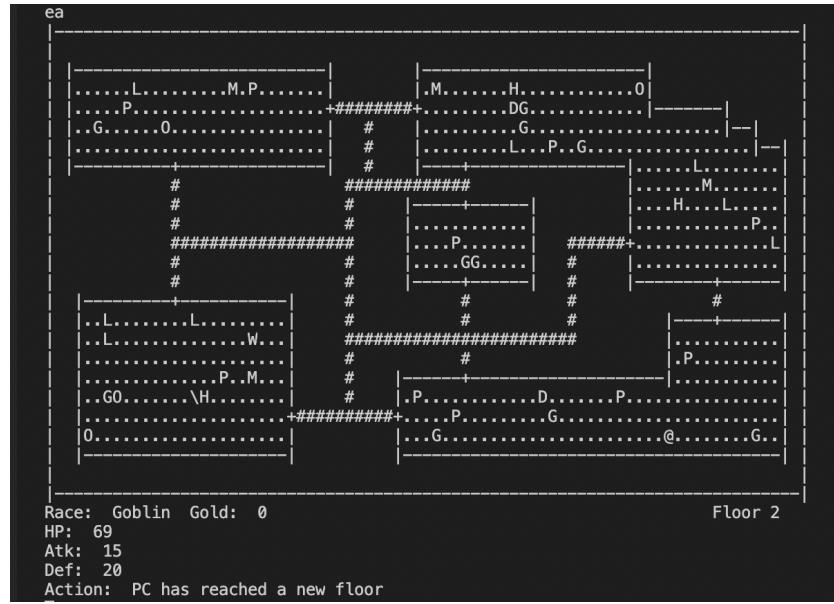


WD deducts PC's def by $\text{ceil}(5 * 1.5)$, since PC is a Drow.

RH/PH is permanent

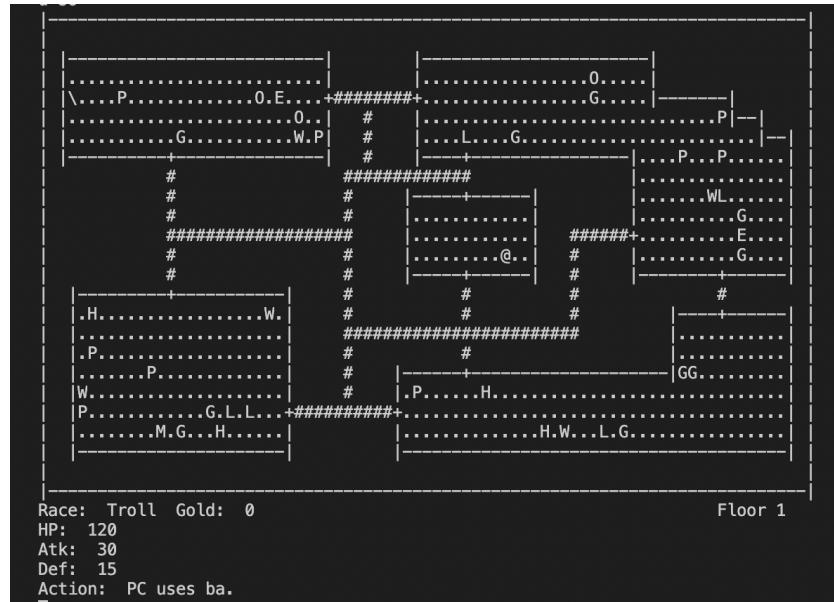
Example shows RH's effect still applies when moving to a new floor:

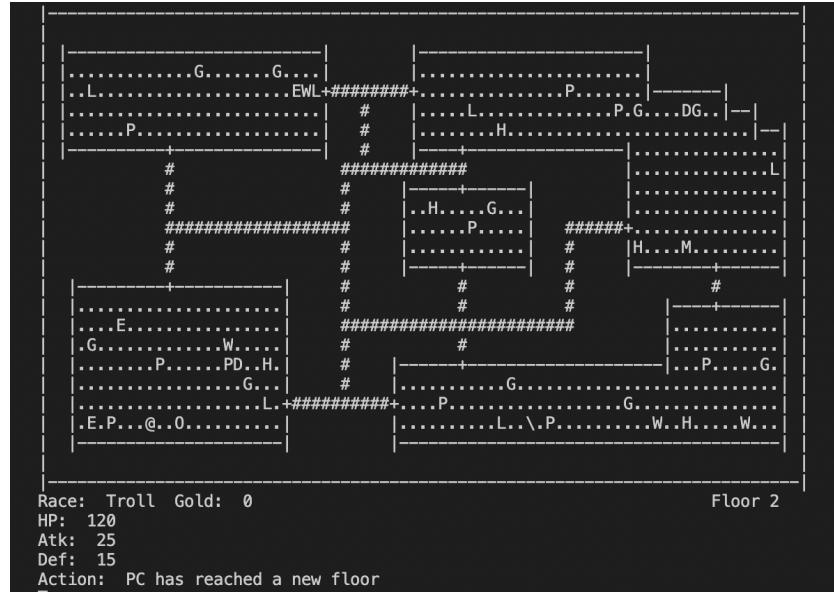




Cancel of BA, BD, WA, WD in next floor

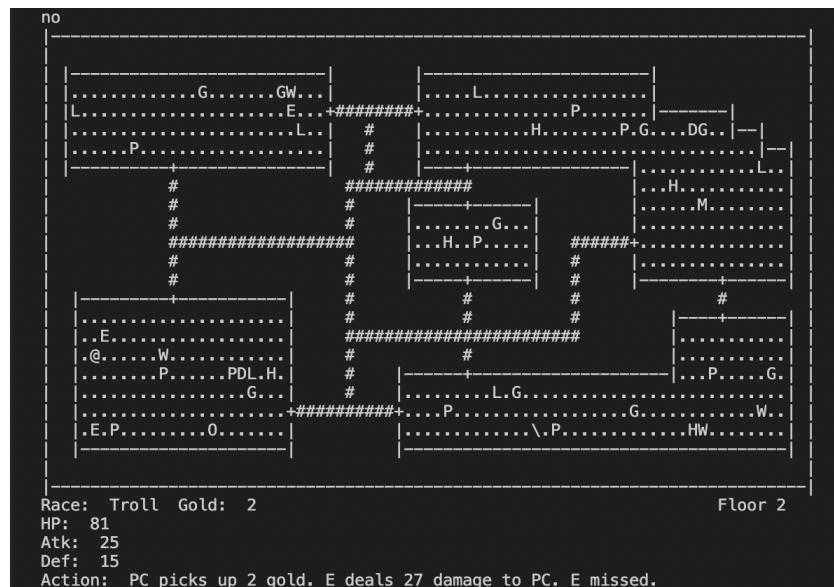
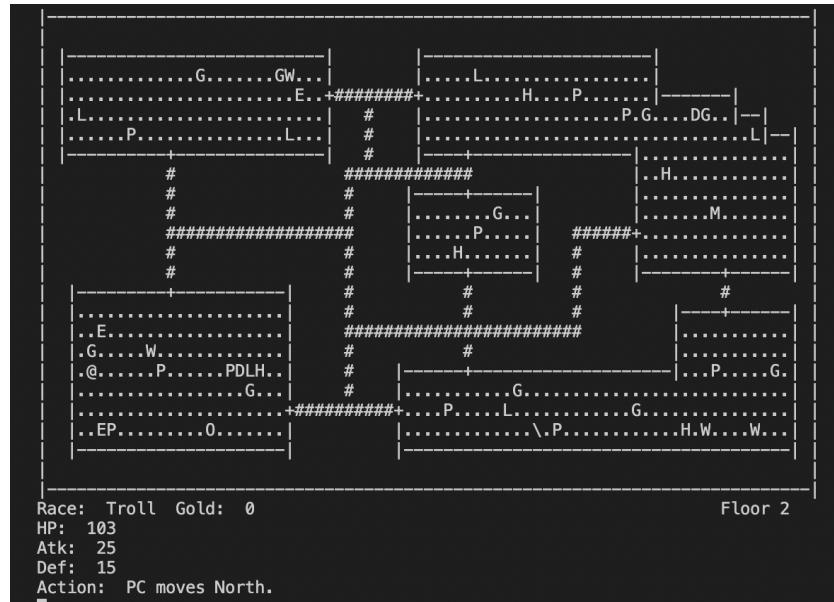
Example shows the effect of BA canceling when PC moves to a new floor:





Gold pickup

Picking up a pile of regular gold on the map:



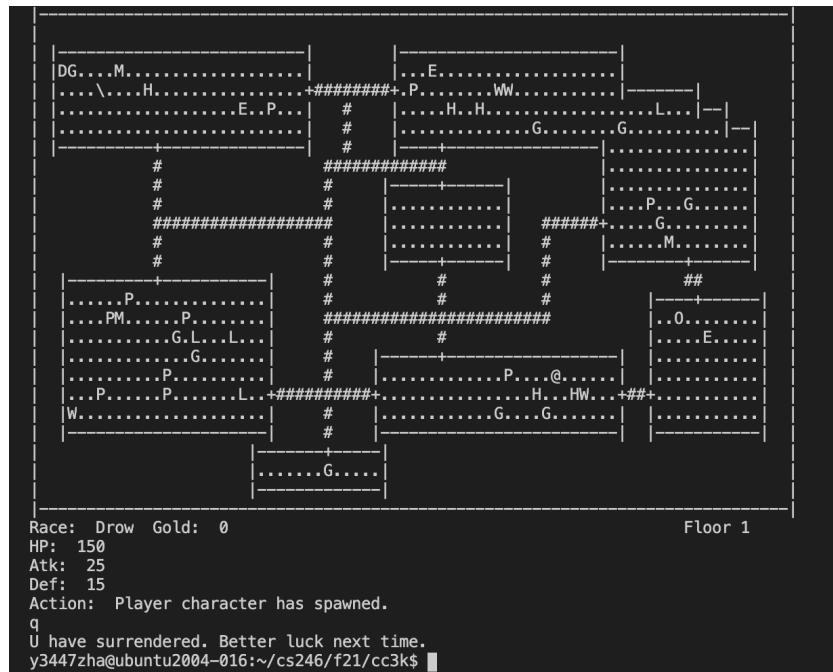
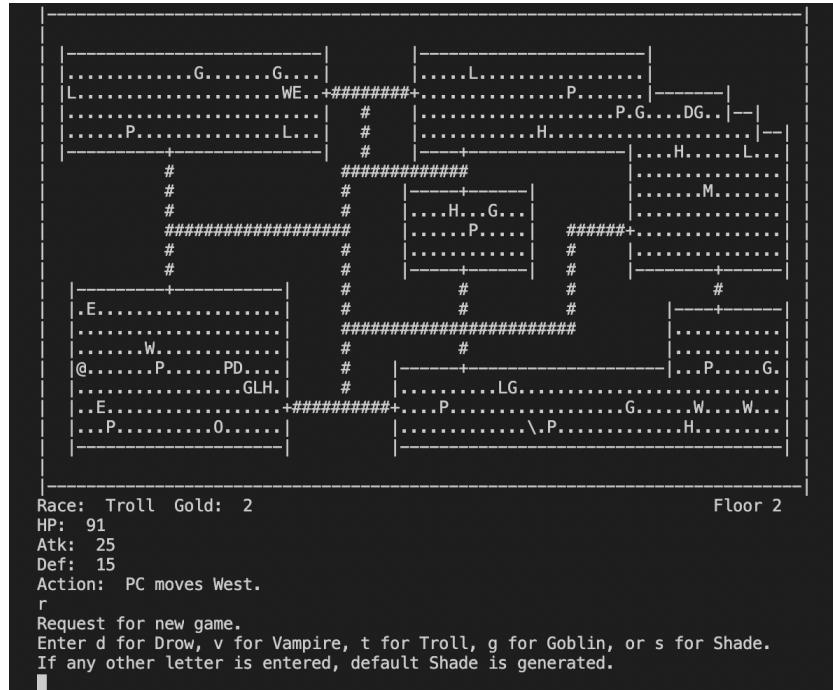
Death

Poisoned to death

Slain by enemies

Race: Shade Gold: 1
HP: 0
Atk: 25
Def: 25
Action: PC moves West. D deals 16 damage to PC. W deals 16 damage to PC.
PC has passed away peacefully.....
Ur final score is: 1
Local highscore was: 92
Floor 1

Quit game and new game



Winning

Leaving Floor 5



Final score and local high score (extra feature)

Final score and local high score are displayed when the game ends:



Smart pointers (extra feature)

We used smart pointers throughout this project.

Extra Feature

Custom map (extra feature)

Run `./cc3k` with an additional argument to start with a custom map. Example shows using a custom map called “`test.txt`”, which is provided in our zip submission:

```
y3447zha@ubuntu2004-016:~/cs246/f21/cc3k$ ./cc3k test.txt
      /$$$$$$$$$/ $$/
      /$$$/   $$| $$|
 /$$$$$/ /$$$/ / /$$$$$/| $$| $$| /$$/
 | $$| | $$| | /$$| /$$| /$$| /$$/
 | $$| | $$| | /$$ \ $$| /$$| /$$| /$$/
 | $$$$/| $$$$/| /$$| /$$| /$$| /$$|
 \____/ \____/ \____/ \____/ \____/ \____/
Made with ❤ by Feiyang Li, Wendy Zhang, and Jody Zhou. All rights reserved.

Enter d for Drow, v for Vampire, t for Troll, g for Goblin, or s for Shade.
If any other letter is entered, default Shade is generated.
d
+-----+
| DG...M.....| .E.....| ..WW..| .L...| --| |
| ... \....H...| +#####+.P...| ..H.H...| G...G...| --|
| .....E.P...| # | .....| .G.....| .G...G...| --|
| .....| # | .....| .G.....| .G...G...| --|
| +-----+| # | .....| .G.....| .G...G...| --|
| # | .....| .G.....| .G...G...| --|
| # | .....| .G.....| .G...G...| --|
| #####+-----#| .....| .G.....| .G...G...| --|
| # | .....| .G.....| .G...G...| --|
| # | .....| .G.....| .G...G...| --|
| #####+-----#| .....| .G.....| .G...G...| --|
| # | .....| .G.....| .G...G...| --|
| # | .....| .G.....| .G...G...| --|
| +-----+| # | .....| .G.....| .G...G...| --|
| .....P...| # | .....| .G...G...| --|
| .....PM...P...| # | .....| .G...G...| --|
| .....| .G.L...L...| # | .....| .G...G...| --|
| .....| .G...| # | .....| .G...G...| --|
| .....| .P...| # | .....| .G...G...| --|
| ...P...P...L...| +#####+.P...| .....| .G...G...| --|
| W.....| # | .....| .G...G...| --|
| # | .....| .G...G...| --|
+-----+| .....| .G...G...| --|
```

Hidden characters (extra feature)

Enter \$ to spawn the hidden character God. God has HP, Atk and Def of 999, and is displayed as \$:

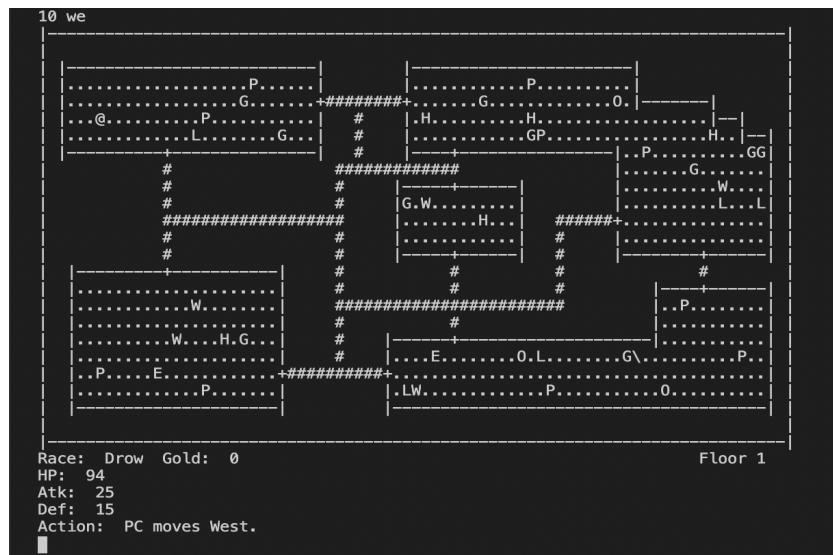
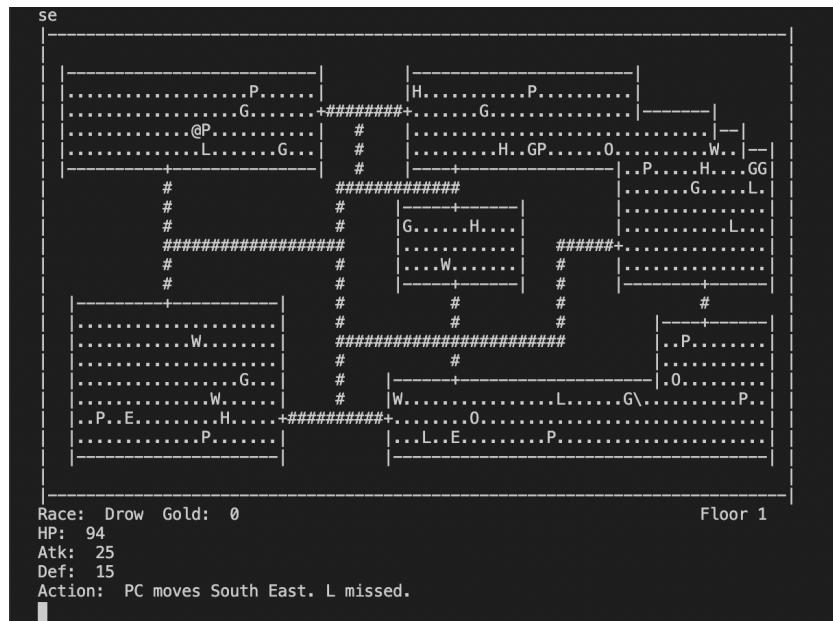


Enter ~ to spawn the hidden character Weakling, who has 10 HP, 0 Atk, 999 Def and is displayed as ~ :



Multi-block PC movement (extra feature)

Enter a positive integer before any of the above 8 directions to move that many times towards the specified direction. Example “10 we” :



Final score and local high score (extra feature)

Final score and local high score are displayed when the game ends:



The End
Thank you for reading
Merry Xmas

