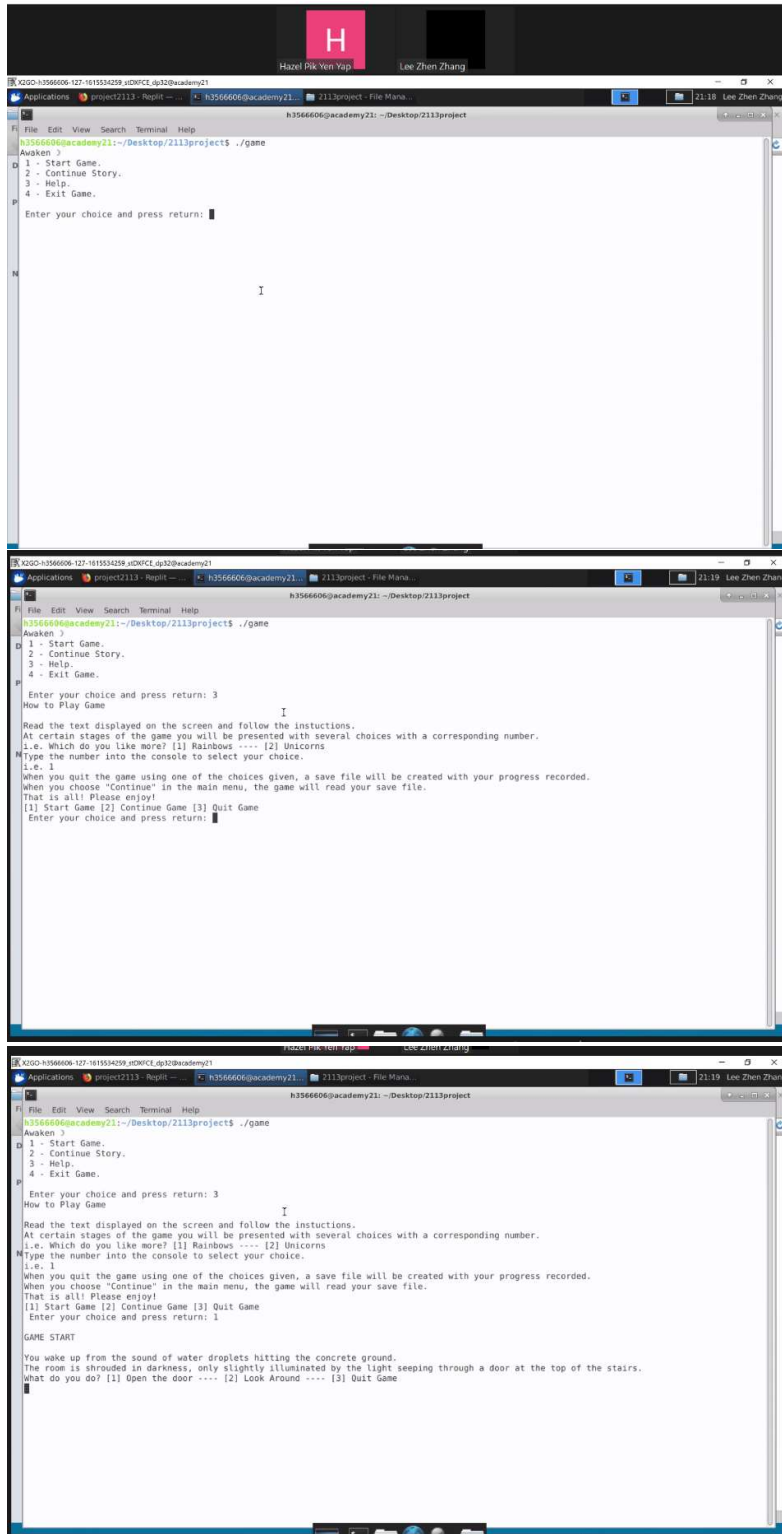


COMP2113 Project – Output Sample – 3035553393- 3035666061



```
h3566606@academy21:~/Desktop/2113project$ ./game
Awaken ?
1 - Start Game.
2 - Continue Story.
3 - Help.
4 - Exit Game.

Enter your choice and press return:

h3566606@academy21:~/Desktop/2113project$ ./game
Awaken ?
1 - Start Game.
2 - Continue Story.
3 - Help.
4 - Exit Game.

Enter your choice and press return: 3
How to Play Game

Read the text displayed on the screen and follow the instructions.
At certain stages of the game you will be presented with several choices with a corresponding number.
i.e. Which do you like more? [1] Rainbows ---- [2] Unicorns
Type the number into the console to select your choice.
i.e. 1
When you quit the game using one of the choices given, a save file will be created with your progress recorded.
When you choose "Continue" in the main menu, the game will read your save file.
That is all! Please enjoy!
[1] Start Game [2] Continue Game [3] Quit Game
Enter your choice and press return:

h3566606@academy21:~/Desktop/2113project$ ./game
Awaken ?
1 - Start Game.
2 - Continue Story.
3 - Help.
4 - Exit Game.

Enter your choice and press return: 3
How to Play Game

Read the text displayed on the screen and follow the instructions.
At certain stages of the game you will be presented with several choices with a corresponding number.
i.e. Which do you like more? [1] Rainbows ---- [2] Unicorns
Type the number into the console to select your choice.
i.e. 1
When you quit the game using one of the choices given, a save file will be created with your progress recorded.
When you choose "Continue" in the main menu, the game will read your save file.
That is all! Please enjoy!
[1] Start Game [2] Continue Game [3] Quit Game
Enter your choice and press return: 1

GAME START

You wake up from the sound of water droplets hitting the concrete ground.
The room is shrouded in darkness, only slightly illuminated by the light seeping through a door at the top of the stairs.
What do you do? [1] Open the door ---- [2] Look Around ---- [3] Quit Game
```

COMP2113 Project – Output Sample – 3035553393- 3035666061

```
h356606@academy21: ~/Desktop/2113project$ ./game
Awaken >
1 - Start Game.
2 - Continue Story.
3 - Help.
4 - Exit Game.
Enter your choice and press return: 3
How to Play Game
Read the text displayed on the screen and follow the instructions.
At certain stages of the game you will be presented with several choices with a corresponding number.
i.e. Which do you like more? [1] Rainbows ---- [2] Unicorns
Type the number into the console to select your choice.
i.e. 1
When you quit the game using one of the choices given, a save file will be created with your progress recorded.
When you choose "Continue" in the main menu, the game will read your save file.
That is all! Please enjoy!
[1] Start Game [2] Continue Game [3] Quit Game
Enter your choice and press return: 1
GAME START
You wake up from the sound of water droplets hitting the concrete ground.
The room is shrouded in darkness, only slightly illuminated by the light seeping through a door at the top of the stairs.
What do you do? [1] Open the door ---- [2] Look Around ---- [3] Quit Game
2
KEY ACQUIRED
You found a yellow key with a shoe keychain attached to it.
Beside the key, you see a dusty old box, there is a combination lock on it!
It seems that the combination passcode is a four digit number from 0 to 9999.
Try to guess the passcode, you have 15 attempts.
The range will narrow as you guess.
You have 15 tries left!.
Type a number between 0 and 9999.
500
You have 14 tries left!.
Type a number between 500 and 9999.
5000
You have 13 tries left!.
Type a number between 500 and 5000.
4500
You have 12 tries left!.
Type a number between 500 and 4500.
3000
You have 11 tries left!.
Type a number between 500 and 3000.
2000
You have 10 tries left!.
Type a number between 500 and 2000.
1000
You have 9 tries left!.
Type a number between 500 and 1000.
500
You have 8 tries left!.
Type a number between 500 and 1000.
750
You have 7 tries left!.
Type a number between 750 and 1000.
850
You have 6 tries left!.
Type a number between 850 and 1000.
950
You have 5 tries left!.
Type a number between 950 and 1000.
975
You have 4 tries left!.
Type a number between 975 and 1000.
985
You have 3 tries left!.
Type a number between 985 and 1000.
992
You have 2 tries left!.
Type a number between 985 and 992.
988
You have 1 tries left!.
Type a number between 985 and 988.
986
You have 0 tries left!.
Type a number between 986 and 988.
987
Great! You managed to unlock the combination lock after 15 tries!.
AXE ACQUIRED
In the box, you see an axe on top of a shirt. The shirt is stained with blood, a large red patch on the left sleeve.
As you pick up the axe, you hear strong and loud footsteps outside the door.
What do you do next?
[1] Open the door ---- [2] Hide under the stairs ---- [3] Quit Game
```

COMP2113 Project – Output Sample – 3035553393- 3035666061

```
K202-H356606-127-1615534258_jdMFC1.qp32@academy21
Applications  project2113 - Replit  h3566606@academy21 2113project - File Mana 21:21 Lee Zhen Zhang
h3566606@academy21: ~/Desktop/2113project

File Edit View Search Terminal Help
You have 10 tries left!.
Type a number between 500 and 2000.
1898
You have 9 tries left!.
Type a number between 500 and 1000.
759
You have 8 tries left!.
Type a number between 750 and 1000.
859
You have 7 tries left!.
Type a number between 850 and 1000.
959
You have 6 tries left!.
Type a number between 950 and 1000.
975
You have 5 tries left!.
Type a number between 975 and 1000.
985
You have 4 tries left!.
Type a number between 985 and 1000.
992
You have 3 tries left!.
Type a number between 985 and 992.
988
You have 2 tries left!.
Type a number between 985 and 988.
986
You have 1 tries left!.
Type a number between 986 and 988.
987
Great! You managed to unlock the combination lock after 15 tries!.
AXE ACQUIRED
In the box, you see an axe on top of a shirt. The shirt is stained with blood, a large red patch on the left sleeve.
As you pick up the axe, you hear strong and loud footsteps outside the door.

What do you do next?
[1] Open the door ---- [2] Hide under the stairs ---- [3] Quit Game
4
Please input either 1 , 2 or 3
1
You hear the killer opening the door, his heavy footsteps walking down the stairs. You need a place to quickly hide and see a cupboard.
Without any hesitation, you jump in and hide.
HEALTH BAR UNLOCKED
Killer : *** You : ***
Through the narrow slit of the old cupboard door, you see the killer walk around searching for you, knife in hand. As he turns his back to you, you try to think what to do next.
What do you do? [1] Attack ---- [2] Try to run past him ---- [3] Quit Game
3
File Saved!
GAME END
h3566606@academy21:~/Desktop/2113project$
```

COMP2113 Project – Output Sample – 3035553393- 3035666061

```
KIDG-H356606-127-161534259_5DMCE.ap32@academy21
Applications project2113 - Replit h3566606@academy21 2113project - File Mana 21:22 Lee Zhen Zhang
h3566606@academy21: ~/Desktop/2113project

File Edit View Search Terminal Help
986
You have 1 tries left!
aType a number between 986 and 988.
987
Great! You managed to unlock the combination lock after 15 tries!.
AXE ACQUIRED
In the box, you see an axe on top of a shirt. The shirt is stained with blood, a large red patch on the left sleeve.
As you pick up the axe, you hear strong and loud footsteps outside the door.

What do you do next?
[1] Open the door ---- [2] Hide under the stairs ---- [3] Quit Game
4
Please input either 1, 2 or 3
2
You hear the killer opening the door, his heavy footsteps walking down the stairs. You need a place to quickly hide and see a cupboard.
Without any hesitation, you jump in and hide.
HEALTH BAR UNLOCKED
Killer : *** You : ***
Through the narrow slit of the old cupboard door, you see the killer walk around searching for you, knife in hand. As he turns his back to you, y
ou try to think what to do next.
What do you do? [1] Attack ---- [2] Try to run past him ---- [3] Quit Game
3
File Saved!
GAME END
h3566606@academy21:~/Desktop/2113project$ ./game
Awaken >
1 - Start Game.
2 - Continue Story.
3 - Help.
4 - Exit Game.

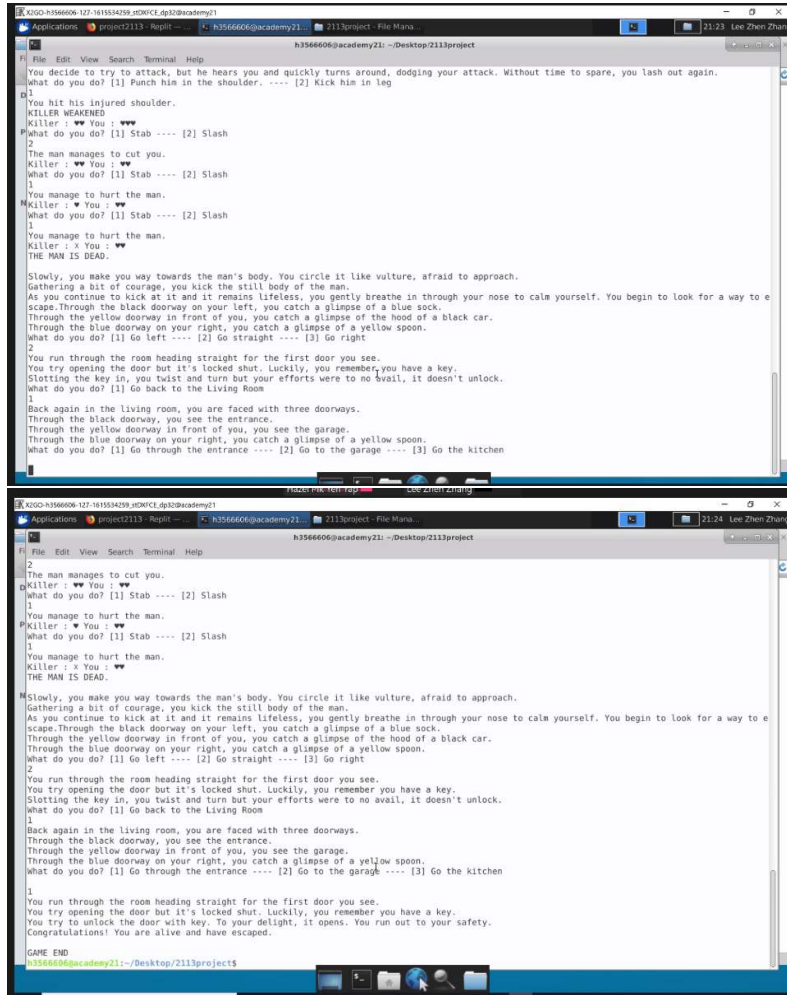
Enter your choice and press return: 2
You hear the killer opening the door, his heavy footsteps walking down the stairs. You need a place to quickly hide and see a cupboard.
Without any hesitation, you jump in and hide.
HEALTH BAR UNLOCKED
Killer : *** You : ***
Through the narrow slit of the old cupboard door, you see the killer walk around searching for you, knife in hand. As he turns his back to you, y
ou try to think what to do next.
What do you do? [1] Attack ---- [2] Try to run past him ---- [3] Quit Game
1
You decide to try to attack, but he hears you and quickly turns around, dodging your attack. Without time to spare, you lash out again.
What do you do? [1] Punch him in the shoulder. ---- [2] Kick him in leg
1
You hit his injured shoulder.
KILLER WEAKENED
Killer : ** You : **
What do you do? [1] Stab ---- [2] Slash
2
The man manages to cut you.
Killer : ** You : **
What do you do? [1] Stab ---- [2] Slash
1
You manage to hurt the man.
Killer : * You : *
What do you do? [1] Stab ---- [2] Slash
1
You manage to hurt the man.
Killer : X You : X
THE MAN IS DEAD.

Slowly, you make you way towards the man's body. You circle it like vulture, afraid to approach.
Gathering a bit of courage, you kick the still body of the man.
As you continue to kick at it and it remains lifeless, you gently breathe in through your nose to calm yourself. You begin to look for a way to e
scape. Through the black doorway on your left, you catch a glimpse of a blue sock.
Through the yellow doorway in front of you, you catch a glimpse of the hood of a black car.
Through the blue doorway on your right, you catch a glimpse of a yellow spoon.
What do you do? [1] Go left ---- [2] Go straight ---- [3] Go right
2

File Edit View Search Terminal Help
Without any hesitation, you jump in and hide.
HEALTH BAR UNLOCKED
Killer : *** You : ***
Through the narrow slit of the old cupboard door, you see the killer walk around searching for you, knife in hand. As he turns his back to you, y
ou try to think what to do next.
What do you do? [1] Attack ---- [2] Try to run past him ---- [3] Quit Game
1
You decide to try to attack, but he hears you and quickly turns around, dodging your attack. Without time to spare, you lash out again.
What do you do? [1] Punch him in the shoulder. ---- [2] Kick him in leg
1
You hit his injured shoulder.
KILLER WEAKENED
Killer : ** You : **
What do you do? [1] Stab ---- [2] Slash
2
The man manages to cut you.
Killer : ** You : **
What do you do? [1] Stab ---- [2] Slash
1
You manage to hurt the man.
Killer : * You : *
What do you do? [1] Stab ---- [2] Slash
1
You manage to hurt the man.
Killer : X You : X
THE MAN IS DEAD.

Slowly, you make you way towards the man's body. You circle it like vulture, afraid to approach.
Gathering a bit of courage, you kick the still body of the man.
As you continue to kick at it and it remains lifeless, you gently breathe in through your nose to calm yourself. You begin to look for a way to e
scape. Through the black doorway on your left, you catch a glimpse of a blue sock.
Through the yellow doorway in front of you, you catch a glimpse of the hood of a black car.
Through the blue doorway on your right, you catch a glimpse of a yellow spoon.
What do you do? [1] Go left ---- [2] Go straight ---- [3] Go right
2
You run through the room heading straight for the first door you see.
You try opening the door but it's locked shut. Luckily, you remember you have a key.
Slotting the key in, you twist and turn but your efforts were to no avail, it doesn't unlock.
What do you do? [1] Go back to the Living Room
```

COMP2113 Project – Output Sample – 3035553393- 3035666061



```
h356606@academy21: ~/Desktop/2113project
File Edit View Search Terminal Help
You decide to try to attack, but he hears you and quickly turns around, dodging your attack. Without time to spare, you lash out again.
What do you do? [1] Punch him in the shoulder. .... [2] Kick him in leg
1
You hit his injured shoulder.
KILLER WEAKENED
Killer : ♥♥ You : ♥♥♥
What do you do? [1] Stab .... [2] Slash
2
The man manages to cut you.
Killer : ♥♥ You : ♥♥
What do you do? [1] Stab .... [2] Slash
1
You manage to hurt the man.
Killer : ♥ You : ♥♥
What do you do? [1] Stab .... [2] Slash
1
You manage to hurt the man.
Killer : ♥ You : ♥♥
THE MAN IS DEAD.

Slowly, you make your way towards the man's body. You circle it like vulture, afraid to approach.
Gathering a bit of courage, you kick the still body of the man.
As you continue to kick at it and it remains lifeless, you gently breathe in through your nose to calm yourself. You begin to look for a way to escape.
Through the black doorway on your left, you catch a glimpse of a blue sock.
Through the yellow doorway in front of you, you catch a glimpse of the hood of a black car.
Through the blue doorway on your right, you catch a glimpse of a yellow spoon.
What do you do? [1] Go left .... [2] Go straight .... [3] Go right
2
You run through the room heading straight for the first door you see.
You try opening the door but it's locked shut. Luckily, you remember you have a key.
Slitting the key in, you twist and turn but your efforts were to no avail, it doesn't unlock.
What do you do? [1] Go back to the Living Room
1
Back again in the living room, you are faced with three doorways.
Through the black doorway, you see the entrance.
Through the yellow doorway in front of you, you see the garage.
Through the blue doorway on your right, you catch a glimpse of a yellow spoon.
What do you do? [1] Go through the entrance .... [2] Go to the garage .... [3] Go the kitchen
1
You run through the room heading straight for the first door you see.
You try opening the door but it's locked shut. Luckily, you remember you have a key.
You try to unlock the door with key. To your delight, it opens. You run out to your safety.
Congratulations! You are alive and have escaped.

GAME END
h356606@academy21: ~/Desktop/2113project$
```