

Adventure Extensions for CSU 370 (Fall 2007)

I had a lot of fun looking at the various extensions to the game that people developed.

Below is a run down, with sample outputs when appropriate.

I bestowed three judge's awards, for:

- comment that made me smile (Jeff Dlouhy)
- going beyond the call of duty (Aaron Gooch and Sergey Grabkovsky)
- best extension (Michael Quentin)

Good work, everyone!

Owen Orsini

Implemented a homework finder (similar to the GPS tracker) that let you find homeworks. Also implemented edible items (nonmobile), with a new verb "eat". Eating can increase or decrease your health, depending on how good the food is. Oh, and the game now has a time limit of 200 ticks.

```
The CSU 370 Adventure Game, version 1.0 (November 2007)

You are in fenway
You are holding: tr3000
You see stuff in the room: heavenly-harmonica guitar hwtracking
There are no other people around you
The exits are in directions: south west

What is thy bidding? take hwtracking
At fenway blubbering-fool says -- I take hwtracking from fenway

What is thy bidding? use hwtracking
At fenway blubbering-fool says -- [unfinished-hw-5] is in wvh-computer-lab
At fenway blubbering-fool says -- [unfinished-hw-3] is in cs-office
At fenway blubbering-fool says -- [unfinished-hw-4] is in centennial-common
At fenway blubbering-fool says -- [unfinished-hw-2] is in snell-library
At fenway blubbering-fool says -- [unfinished-hw-1, unfinished-hw-6] is in willis-hall
At fenway blubbering-fool says -- [unfinished-hw-7] is in krentzman-quad

What is thy bidding? west
blubbering-fool moves from fenway to quiznos-mmm...toasty
The clock ticks 1

You are in quiznos-mmm...toasty
You are holding: tr3000 hwtracking
You see stuff in the room: superbly-toasted-sub
There are no other people around you
The exits are in directions: east

What is thy bidding? eat superbly-toasted-sub
At quiznos-mmm...toasty blubbering-fool says -- yum that was tasty
At quiznos-mmm...toasty blubbering-fool says -- My health is now 5

What is thy bidding? east
blubbering-fool moves from quiznos-mmm...toasty to fenway
The clock ticks 2

You are in fenway
You are holding: tr3000 hwtracking
You see stuff in the room: heavenly-harmonica guitar
There are no other people around you
The exits are in directions: south west

What is thy bidding? south
blubbering-fool moves from fenway to speare-hall
The clock ticks 3

You are in speare-hall
You are holding: tr3000 hwtracking
There is no stuff in the room
There are no other people around you
```

The exits are in directions: north east south

What is thy bidding? east
blubbering-fool moves from speare-hall to krentzman-quad
The clock ticks 4

You are in krentzman-quad
You are holding: tr3000 hwtracking
You see stuff in the room: unfinished-hw-7
There are no other people around you
The exits are in directions: east west

What is thy bidding? east
blubbering-fool moves from krentzman-quad to ell-hall
The clock ticks 5
At ell-hall bryan says -- Hi blubbering-fool
At ell-hall riccardo says -- Hi blubbering-fool bryan
At ell-hall riccardo says -- I take hwtracking from blubbering-fool
At ell-hall blubbering-fool says -- I lose hwtracking
At ell-hall blubbering-fool says -- Yaaaaah! I am upset!
An earth-shattering, soul-piercing scream is heard...
An earth-shattering, soul-piercing scream is heard...

You are in ell-hall
You are holding: tr3000
There is no stuff in the room
You see other people: bryan riccardo
The exits are in directions: east west

What is thy bidding? east
blubbering-fool moves from ell-hall to curry-center
The clock ticks 6

You are in curry-center
You are holding: tr3000
You see stuff in the room: two-5peice-chinken-nugets
There are no other people around you
The exits are in directions: south east west

What is thy bidding? south
blubbering-fool moves from curry-center to knowles-center
At knowles-center blubbering-fool says -- Hi matthias
The clock ticks 7
At knowles-center matthias takes a bite out of blubbering-fool
At knowles-center blubbering-fool says -- Ouch! 3 hits is more than I want!
At knowles-center blubbering-fool says -- My health is now 2

You are in knowles-center
You are holding: tr3000
You see stuff in the room: poison
You see other people: matthias
The exits are in directions: south east north west

What is thy bidding? eat poison
At knowles-center blubbering-fool says -- Ouch! 1 hits is more than I want!
At knowles-center blubbering-fool says -- My health is now 1

What is thy bidding? quit

Amar Suhail

Implemented a dragon that roams the campus looting and pillaging. Added an "attack" verb to attack other persons.

The CSU 370 Adventure Game, version 1.0 (November 2007)

You are in wvh-third-floor
You are holding: tr3000
You see stuff in the room: unfinished-hw-3
There are no other people around you
The exits are in directions: north south down

What is thy bidding? north
blubbering-fool moves from wvh-third-floor to riccardo-office
At riccardo-office blubbering-fool says -- Hi some-dragon
The clock ticks 1
At riccardo-office roars!
At riccardo-office some-dragon says -- Burn blubbering-fool, Burn!
At riccardo-office blubbering-fool says -- Ouch! 3 hits is more than I want!
At riccardo-office blubbering-fool says -- My health is now 0

You are in riccardo-office
You are holding: tr3000
There is no stuff in the room
You see other people: some-dragon
The exits are in directions: south

What is thy bidding? attack some-dragon
At riccardo-office some-dragon says -- Ouch! The horror! The horror!
At riccardo-office some-dragon says -- Ouch! 1 hits is more than I want!
At riccardo-office some-dragon says -- My health is now 2

What is thy bidding? attack some-dragon
At riccardo-office some-dragon says -- Ouch! The horror! The horror!
At riccardo-office some-dragon says -- Ouch! 1 hits is more than I want!
At riccardo-office some-dragon says -- My health is now 1

What is thy bidding? wait
The clock ticks 2
At riccardo-office roars!
At riccardo-office some-dragon says -- Burn blubbering-fool, Burn!
At riccardo-office blubbering-fool says -- Ouch! 8 hits is more than I want!
At riccardo-office blubbering-fool says -- I am slain!
At riccardo-office blubbering-fool says -- I lose tr3000
At riccardo-office blubbering-fool says -- Yaaaaah! I am upset!
An earth-shattering, soul-piercing scream is heard...
(I am afraid this game is over for you)

Drew Atkin and Jake Rozin

Implemented tab name completion using the Jline library. Name completion is sentence sensitive. In other words, if you're typing the first word of a command, name completion will complete to one of the implemented verbs; if you're typing the second or third word of a command, name completion will complete to one of the objects. Completion is also context sensitive: the completion will only consider objects that are visible to the player.

Zach Benevento

Implemented a vacuum cleaner that picks up all objects in the room and carried by persons in the room.

The CSU 370 Adventure Game, version 1.0 (November 2007)

You are in marino-center
You are holding: tr3000
There is no stuff in the room
There are no other people around you
The exits are in directions: east south north west

What is thy bidding? south
blubbering-fool moves from marino-center to au-bon-pain
The clock ticks 7

You are in au-bon-pain
You are holding: tr3000
You see stuff in the room: the-vac
There are no other people around you
The exits are in directions: north

What is thy bidding? take the-vac
At au-bon-pain blubbering-fool says -- I take the-vac from au-bon-pain

What is thy bidding? north
blubbering-fool moves from au-bon-pain to marino-center
The clock ticks 8

You are in marino-center
You are holding: tr3000 the-vac
There is no stuff in the room
There are no other people around you
The exits are in directions: east south north west

What is thy bidding? east
blubbering-fool moves from marino-center to knowles-center
At knowles-center blubbering-fool says -- Hi matthias
The clock ticks 9
At knowles-center matthias takes a bite out of blubbering-fool
At knowles-center blubbering-fool says -- Ouch! 2 hits is more than I want!
At knowles-center blubbering-fool says -- My health is now 1

You are in knowles-center
You are holding: tr3000 the-vac
There is no stuff in the room
You see other people: matthias
The exits are in directions: south east north west

What is thy bidding? give tr3000 matthias
At knowles-center blubbering-fool says -- I drop tr3000 at knowles-center
At knowles-center matthias says -- I take tr3000 from knowles-center

What is thy bidding? use the-vac
At knowles-center blubbering-fool says -- I take tr3000 from matthias
At knowles-center matthias says -- I lose tr3000
At knowles-center matthias says -- Yaaaaah! I am upset!

What is thy bidding? quit

Thibault Blanc

Implemented a cell phone. If the player has a cell phone, he can first "use" it to get the list of all the persons currently reachable and then can make a call, using new verb "call". When a professor or a grader is called, they will change their behaviour for a random number of ticks so that they will be waiting in their current location. After that time is elapsed, they resume their normal behaviour.

The CSU 370 Adventure Game, version 1.1 (December 2007)

You are in wvh-computer-lab
You are holding: tr3000 iphone
You see stuff in the room: hal-9000 unfinished-hw-2
You see other people: alec bryan riccardo
The exits are in directions: east

What is thy bidding? east
gordon moves from wvh-computer-lab to wvh-first-floor
The clock ticks 1

You are in wvh-first-floor
You are holding: tr3000 iphone
You see stuff in the room: unfinished-hw-3
There are no other people around you
The exits are in directions: up south west north east

What is thy bidding? use iphone
At wvh-first-floor gordon says -- I'm checking the dynamic directory of my iphone ...
=====
>>> bryan
>>> riccardo
=====

What is thy bidding? call riccardo
At wvh-computer-lab riccardo says -- Hello gordon! What can I do for you?
At wvh-first-floor gordon says -- I have something for you, could you please wait for me?
At wvh-computer-lab riccardo says -- Sure, I'm in wvh-computer-lab now, I'll wait for the next 1 ticks!
At wvh-first-floor gordon says -- Thank you!

What is thy bidding? west
gordon moves from wvh-first-floor to wvh-computer-lab
At wvh-computer-lab gordon says -- Hi alec bryan riccardo
The clock ticks 2
At wvh-computer-lab alec says -- I take tr3000 from gordon
At wvh-computer-lab gordon says -- I lose tr3000
At wvh-computer-lab gordon says -- Yaaaaah! I am upset!
bryan moves from wvh-computer-lab to wvh-first-floor
At wvh-computer-lab riccardo says -- I am waiting gordon for the 1 next turns ...

You are in wvh-computer-lab
You are holding: iphone
You see stuff in the room: hal-9000 unfinished-hw-2
You see other people: alec riccardo
The exits are in directions: east

What is thy bidding? quit

Chris Wayne

Implemented a new verb "whathaveyou" that returns the items held by someone in the room.

The CSU 370 Adventure Game, version 1.0 (November 2007)

You are in prl-lab
You are holding: tr3000
You see stuff in the room: johnny-5
There are no other people around you
The exits are in directions: north south

What is thy bidding? north
blubbering-fool moves from prl-lab to wvh-third-floor
At wvh-third-floor blubbering-fool says -- Hi polyphemus
The clock ticks 4
At wvh-third-floor joe-junior says -- Hi polyphemus blubbering-fool
At wvh-third-floor joe-junior says -- I take tr3000 from blubbering-fool
At wvh-third-floor blubbering-fool says -- I lose tr3000
At wvh-third-floor blubbering-fool says -- Yaaaaah! I am upset!
polyphemus moves from wvh-third-floor to wvh-fourth-floor

You are in wvh-third-floor
You are not holding anything
There is no stuff in the room
You see other people: joe-junior
The exits are in directions: north south down up

What is thy bidding? whathaveyou joe-junior
At wvh-third-floor joe-junior says -- Hi, yeah I have[adventure.GPSTracker@eb7859]

What is thy bidding? quit

Oops, a .name() missing somewhere...

Rishi Dhupar

Implemented a new verb "invite" that allows you to invite certain people to the room you are currently in. (It uses their misery level to decide if they will come, and also uses a new "pester" level so that the more you invite them the less likely they are to come.) Implemented a teleported object to teleport from the current room to a room picked at random.

The CSU 370 Adventure Game, version 1.0 (November 2007)

```
You are in krentzman-quad
You are holding: tr3000
You see stuff in the room: statue teleporter
There are no other people around you
The exits are in directions: north east west
```

```
What is thy bidding? use teleporter
At krentzman-quad blubbering-fool says -- I fiddle with the buttons on teleporter
blubbering-fool disappears from adventure.Place@e94e92
blubbering-fool appears in adventure.Place@2558d6
```

```
You are in marino-center
You are holding: tr3000
There is no stuff in the room
There are no other people around you
The exits are in directions: east south north
```

```
What is thy bidding? invite riccardo
riccardo tells you: I am a professor,I don't come to you you come to me.
```

```
What is thy bidding? invite alec
At marino-center alec says -- Fine I came here... now what?
```

```
What is thy bidding? look
You are in marino-center
You are holding: tr3000
There is no stuff in the room
You see other people: alec
The exits are in directions: east south north
```

```
What is thy bidding? quit
```

Jeff Dlouhy

Implemented a simple fighting routine, via a "fight" verb. And added a new kind of person, Olin, that you may not want to fight.

Wins the judge's award for comment that made me smile:

```
// ... and on the first Exercise Jeff created 2 places, and it was good
Place seven11 = World.registerRoom(Place.create("7-eleven"));
Place erc = World.registerRoom(Place.create("espresso-royale-cafe"));
```

```
The CSU 370 Adventure Game, version 1.0.1 (December 2007)
```

```
You are in espresso-royale-cafe
You are holding: tr3000
There is no stuff in the room
You see other people: olin
The exits are in directions: east
```

```
What is thy bidding? fight olin
At espresso-royale-cafe froshie says -- Ouch! 1 hits is more than I want!
At espresso-royale-cafe froshie says -- My health is now 2
At espresso-royale-cafe olin says -- Ouch! 3 hits is more than I want!
At espresso-royale-cafe olin says -- My health is now 0
```

```
What is thy bidding? fight olin
At espresso-royale-cafe froshie says -- Ouch! 1 hits is more than I want!
At espresso-royale-cafe froshie says -- My health is now 1
At espresso-royale-cafe olin says -- Ouch! 3 hits is more than I want!
At espresso-royale-cafe olin says -- SHREEEEEEK! I, uh, suddenly feel very faint...
An earth-shattering, soul-piercing scream is heard...
```

```
What is thy bidding? quit
```

Mmm... Olin is not as scary as expected...

Matt Ellis and Christopher Smith

Added a GUI that draws a nice map of the world, tabbed for the different levels. There are colored points on the map representing the various persons and where they are located. The display is updated at every turn.

Ghadeer Rahhal

Also implemented a GUI, this one with music.

Richard Field

Implemented two new kinds of persons, Qs and Borgs. Qs teleport around the world instead of walking. It will also randomly do one of the following:

- summon the Borg
- teleport you to another room
- teleport someone to you
- resurrect someone from the dead

Borgs are persons that move around rooms and assimilate persons by transforming them into borgs. Borgs are bad news, but hey, we knew that already...

```
The CSU 370 Adventure Game, version 1.0 (November 2007)
```

```
You are in knowles-center
You are holding: tr3000
There is no stuff in the room
There are no other people around you
The exits are in directions: south east north west
```

```
What is thy bidding? wait
The clock ticks 19
*snap*
You have been teleported somewhere by Q
```

```
You are in knowles-center
You are not holding anything
There is no stuff in the room
You see other people: q
The exits are in directions: south east north west
```

```
What is thy bidding? wait
```

```
The clock ticks 29
*snap*
Q has teleported someone to you.

You are in knowles-center
You are not holding anything
There is no stuff in the room
You see other people: q cedric-senior
The exits are in directions: south east north west

What is thy bidding? wait
The clock ticks 22

You are in wvh-first-floor
You are not holding anything
There is no stuff in the room
You see other people: sophie-sophomore
The exits are in directions: up south west north east

What is thy bidding? wait
The clock ticks 23
*snap*
Q has unleashed the Borg.

You are in wvh-first-floor
You are not holding anything
There is no stuff in the room
You see other people: sophie-sophomore q
The exits are in directions: up south west north east

What is thy bidding? wait
The clock ticks 24
*snap*
Q has unleashed the Borg.

You are in wvh-first-floor
You are not holding anything
There is no stuff in the room
You see other people: sophie-sophomore q
The exits are in directions: up south west north east

What is thy bidding? north
blubbering-fool moves from wvh-first-floor to knowles-center
At knowles-center blubbering-fool says -- Hi alec
The clock ticks 25
At knowles-center 2-of-10 says -- Hi alec blubbering-fool
Resistance is Futile. alec has been assimilated.

You are in knowles-center
You are not holding anything
There is no stuff in the room
You see other people: 2-of-10 4-of-11
The exits are in directions: south east north west

What is thy bidding? east
blubbering-fool moves from knowles-center to lake-hall
At lake-hall blubbering-fool says -- Hi bryan
The clock ticks 26
At lake-hall 2-of-10 says -- Hi bryan blubbering-fool
At lake-hall blubbering-fool says -- I am slain!
An earth-shattering, soul-piercing scream is heard...
(I am afraid this game is over for you)
```

Andres Garcia

Implemented a homework tracker.

```
You are in snell-library
You are holding: tr3000 hwtr2000 sidekicklx
You see stuff in the room: cs-book math-book super-500
There are no other people around you
The exits are in directions: west east
```

```
What is thy bidding? use hwtr2000
At snell-library blubbering-fool says -- unfinished-hw-4 is in riccardo-office
At snell-library blubbering-fool says -- unfinished-hw-5 is in riccardo-office
At snell-library blubbering-fool says -- unfinished-hw-3 is in curry-center
At snell-library blubbering-fool says -- unfinished-hw-7 is in ell-hall
At snell-library blubbering-fool says -- unfinished-hw-1 is in speare-hall
At snell-library blubbering-fool says -- unfinished-hw-6 is in stetson-east
At snell-library blubbering-fool says -- unfinished-hw-2 is in stetson-west

What is thy bidding? quit
```

Lawrence Gee

Implemented a Healer. If a Healer has jujubeans and the player "ask"s the Healer, then he produces a drink that can be used to heal the user.

The CSU 370 Adventure Game, version 1.0 (November 2007)

You are in au-bon-pain
You are holding: tr3000 jujubeans
There is no stuff in the room
There are no other people around you
The exits are in directions: north

What is thy bidding? north
blubbering-fool moves from au-bon-pain to marino-center
At marino-center blubbering-fool says -- Hi venus
The clock ticks 12
venus moves from marino-center to au-bon-pain

You are in marino-center
You are holding: tr3000 jujubeans
There is no stuff in the room
There are no other people around you
The exits are in directions: east south north

What is thy bidding? south
blubbering-fool moves from marino-center to au-bon-pain
At au-bon-pain blubbering-fool says -- Hi venus
The clock ticks 13
At au-bon-pain venus says -- I take jujubeans from blubbering-fool
At au-bon-pain blubbering-fool says -- I lose jujubeans
At au-bon-pain blubbering-fool says -- Yaaaaah! I am upset!

You are in au-bon-pain
You are holding: tr3000
There is no stuff in the room
You see other people: venus
The exits are in directions: north

What is thy bidding? ask venus
At au-bon-pain venus says -- Take a Cup of this drank

What is thy bidding? look
You are in au-bon-pain
You are holding: tr3000
You see stuff in the room: nomnomnom
You see other people: venus
The exits are in directions: north

What is thy bidding? take nomnomnom
At au-bon-pain blubbering-fool says -- I take nomnomnom from au-bon-pain

What is thy bidding? use nomnomnom

What is thy bidding? quit

Matt Warren and Dan Gonyea

Implemented a system of offensive and defensive items for combat. Extended the health system with various items to replenish the player's health.

Grand Theft Homework

You are in wvh-third-floor
You are holding: tr3000
There is no stuff in the room
There are no other people around you
The exits are in directions: north south down

What is thy bidding? down
james-bond moves from wvh-third-floor to wvh-second-floor
The clock ticks 1

You are in wvh-second-floor
You are holding: tr3000
There is no stuff in the room
There are no other people around you
The exits are in directions: up east down

What is thy bidding? down
james-bond moves from wvh-second-floor to wvh-first-floor
The clock ticks 2
sam says, "Hi james-bond ."

You are in wvh-first-floor
You are holding: tr3000
There is no stuff in the room
You see other people: sam
The exits are in directions: up south west north east

What is thy bidding? attack tr3000 sam
sam is not a troll, you jerk.
The clock ticks 3

You are in wvh-first-floor
You are holding: tr3000
There is no stuff in the room
You see other people: sam
The exits are in directions: up south west north east

What is thy bidding? east
james-bond moves from wvh-first-floor to wvg
james-bond says, "Hi cedric-senior ."
The clock ticks 4

...

What is thy bidding? west
james-bond moves from speare-hall to levine-marketplace
james-bond says, "Hi matthias ."
The clock ticks 16
matthias moves from levine-marketplace to speare-hall

You are in levine-marketplace
You are not holding anything
You see stuff in the room: butter-knife better-knife
There are no other people around you
The exits are in directions: east

What is thy bidding? take better-knife
james-bond says, "I take better-knife from levine-marketplace."

What is thy bidding? east
james-bond moves from levine-marketplace to speare-hall
james-bond says, "Hi bryan matthias ."
The clock ticks 17
bryan says, "I take better-knife from james-bond."
james-bond says, "I lose better-knife."
james-bond says, "Yaaaaah! I am upset!."
matthias moves from speare-hall to krentzman-quad

You are in speare-hall
You are not holding anything
There is no stuff in the room
You see other people: bryan
The exits are in directions: east south west

What is thy bidding? attack better-knife bryan
You are not carrying better-knife
The clock ticks 18

You are in speare-hall
You are not holding anything
There is no stuff in the room

You see other people: bryan
The exits are in directions: east south west

What is thy bidding? take better-knife
james-bond says, "I take better-knife from bryan."
bryan says, "I lose better-knife."
bryan says, "Yaaaaah! I am upset!."

What is thy bidding? attack better-knife bryan
bryan is not a troll, you jerk.
The clock ticks 19
alec says, "Hi bryan james-bond ."
bryan moves from speare-hall to krentzman-quad

You are in speare-hall
You are holding: better-knife
There is no stuff in the room
You see other people: alec
The exits are in directions: east south west

...

What is thy bidding? east
james-bond moves from snell-library to centennial-common
james-bond says, "Hi polyphemus matthias ."
The clock ticks 25
polyphemus takes a bite out of matthias for 2.
matthias says, "My health is now 8."
matthias moves from centennial-common to shillman-hall

You are in centennial-common
You are holding: better-knife
You see stuff in the room: lovely-trees
You see other people: polyphemus
The exits are in directions: west south

What is thy bidding? attack better-knife polyphemus
james-bond missed polyphemus
The clock ticks 26
polyphemus takes a bite out of james-bond for 4.
james-bond says, "My health is now 6."
matthias says, "Hi polyphemus james-bond ."

You are in centennial-common
You are holding: better-knife
You see stuff in the room: lovely-trees
You see other people: polyphemus matthias
The exits are in directions: west south

What is thy bidding? attack better-knife polyphemus
james-bond missed polyphemus
The clock ticks 27
polyphemus says, "I take better-knife from james-bond."
james-bond says, "I lose better-knife."
james-bond says, "Yaaaaah! I am upset!."
polyphemus takes a bite out of matthias for 4.
matthias says, "My health is now 4."
matthias moves from centennial-common to snell-library

You are in centennial-common
You are not holding anything
You see stuff in the room: lovely-trees
You see other people: polyphemus
The exits are in directions: west south

What is thy bidding? take better-knife
james-bond says, "I take better-knife from polyphemus."
polyphemus says, "I lose better-knife."
polyphemus says, "Yaaaaah! I am upset!."

What is thy bidding? attack better-knife polyphemus

```
james-bond attacks polyphemus for 4 hits.  
polyphemus says, "My health is now 6."  
The clock ticks 28
```

```
You are in centennial-common  
You are holding: better-knife  
You see stuff in the room: lovely-trees  
You see other people: polyphemus  
The exits are in directions: west south
```

```
What is thy bidding? attack better-knife polyphemus  
james-bond attacks polyphemus for 2 hits.  
polyphemus says, "My health is now 4."  
The clock ticks 29  
polyphemus takes a bite out of james-bond for 3.  
james-bond says, "My health is now 3."
```

```
You are in centennial-common  
You are holding: better-knife  
You see stuff in the room: lovely-trees  
You see other people: polyphemus  
The exits are in directions: west south
```

```
What is thy bidding? attack better-knife polyphemus  
james-bond attacks polyphemus for 6 hits.  
polyphemus says, "SHREEEEEEK! I, uh, suddenly feel very faint...."  
polyphemus says, "I lose math-book."  
polyphemus says, "Yaaaaah! I am upset!."  
An earth-shattering, soul-piercing scream is heard...  
The clock ticks 30
```

```
You are in centennial-common  
You are holding: better-knife  
You see stuff in the room: lovely-trees math-book  
There are no other people around you  
The exits are in directions: west south
```

```
What is thy bidding? quit
```

Aaron Gooch and Sergey Grabkovsky

Implemented a battle simulation, equipable items, and treasure chests. They changed the interaction loop so that it provides auto-completion when a noun is partly written.

But what got them the judge's award for going beyond the call of duty is that they actually implemented a Scheme interpreter for completing homeworks - completing a homework requires writing an actual scheme function, and grading is done by executing a test function within the scheme interpreter.

```
The CSU 370 Adventure Game, version 1.0 (November 2007)  
Creating aaron's-sword  
Creating weapon. Type is WEAPON  
Creating sergey's-battleaxe  
Creating weapon. Type is WEAPON  
Creating sergey's-mace  
Creating weapon. Type is WEAPON  
Creating bleak-bow  
Creating weapon. Type is WEAPON  
Creating silver-broadsword  
Creating weapon. Type is WEAPON  
Creating silver-staff  
Creating weapon. Type is WEAPON  
Creating dark-elf-dagger  
Creating weapon. Type is WEAPON  
Creating steel-plate-mail  
Creating armor. Type is ARMOR  
Creating dark-elf-chain-mail  
Creating armor. Type is ARMOR  
Creating wooden-breastplate  
Creating armor. Type is ARMOR
```

```
Creating shiel. Type is SHIELD
Creating sergey's-ring
Creating ring. Type is RING
```

```
You are in behrakis
You are holding: tx200
You see stuff in the room: unfinished-hw-3
There are no other people around you
The exits are in directions: west north
```

```
What is thy bidding? take unfi
The word "unfi" was not found. However, autocomplete has determined that
  there is a word called "unfinished-hw-3". Would you like to use that? [y or enter/n] y
At behrakis me says -- I take unfinished-hw-3 from behrakis
```

```
What is thy bidding? west
me moves from behrakis to wvg
At wvg me says -- Hi polyphemus
The clock ticks 1
At wvg polyphemus takes a bite out of me
At wvg me says -- Ouch! 3 hits is more than I want!
At wvg me says -- My health is now 7
```

```
You are in wvg
You are holding: tx200 unfinished-hw-3
There is no stuff in the room
You see other people: polyphemus
The exits are in directions: north east west
```

```
What is thy bidding? west
me moves from wvg to wvh-first-floor
The clock ticks 2
```

```
You are in wvh-first-floor
You are holding: tx200 unfinished-hw-3
You see stuff in the room: locker-2
There are no other people around you
The exits are in directions: up south west north east
```

```
What is thy bidding? west
me moves from wvh-first-floor to wvh-computer-lab
The clock ticks 3
An earth-shattering, soul-piercing scream is heard...
```

```
You are in wvh-computer-lab
You are holding: tx200 unfinished-hw-3
You see stuff in the room: hal-9000 locker-1
There are no other people around you
The exits are in directions: east
```

```
What is thy bidding? use unfinished-hw-3 hal-9000
me starts up the computer.
Welcome to DrScheme 1.0
Type in (help) for a list of supported commands
or (exit) when you finish.
For this assignment, please write function in Scheme with the following contract:
average : [ListOf Number] -> Number
```

```
> (define (a-h lon acc n) (cond [(empty? lon) (/ acc n)] [else (a-h (rest lon) (+ acc (first lon)) (+ 1 n))]))

> (define (average lon) (cond [(empty? lon) 0] [else (a-h (rest lon) (first lon) 1)]))

> (test)
running
(lambda (lon acc n) (cond ((empty? lon) (/ acc n)) (else (a-h (rest lon) (+ acc (first lon)) (+ 1 n)))))
(lambda (lon) (cond ((empty? lon) 0) (else (a-h (rest lon) (first lon) 1))))
(tests)
#t
> (exit)
```

```
What is thy bidding? take completed-hw-3
```

At wvh-computer-lab me says -- I take completed-hw-3 from wvh-computer-lab

What is thy bidding? look
You are in wvh-computer-lab
You are holding: tx200 completed-hw-3
You see stuff in the room: hal-9000 locker-1
There are no other people around you
The exits are in directions: east

What is thy bidding? use tx200
At wvh-computer-lab me says --- I turn on TX200.
At wvh-computer-lab me says --- me is in wvh-computer-lab.
At wvh-computer-lab me says --- matthias is in cs-office.
At wvh-computer-lab me says --- riccardo is in prl-lab.
At wvh-computer-lab me says --- bryan is in marino-center.
At wvh-computer-lab me says --- joe-junior is in centennial-common.
At wvh-computer-lab me says --- sam is in ryder.
At wvh-computer-lab me says --- polyphemus is in wvg.
At wvh-computer-lab me says --- cedric-senior is in knowles-center.
At wvh-computer-lab me says --- sophie-sophomore is in shillman-hall.

What is thy bidding? east
me moves from wvh-computer-lab to wvh-first-floor
The clock ticks 4

You are in wvh-first-floor
You are holding: tx200 completed-hw-3
You see stuff in the room: locker-2
There are no other people around you
The exits are in directions: up south west north east

What is thy bidding? north
me moves from wvh-first-floor to knowles-center
At knowles-center me says -- Hi cedric-senior
The clock ticks 5

You are in knowles-center
You are holding: tx200 completed-hw-3
There is no stuff in the room
You see other people: cedric-senior
The exits are in directions: south east north west

What is thy bidding? north
me moves from knowles-center to curry-center
The clock ticks 6

You are in curry-center
You are holding: tx200 completed-hw-3
You see stuff in the room: toolbox unfinished-hw-4
There are no other people around you
The exits are in directions: south east west

What is thy bidding? use tx200
At curry-center me says --- I turn on TX200.
At curry-center me says --- matthias is in cs-office.
At curry-center me says --- riccardo is in prl-lab.
At curry-center me says --- me is in curry-center.
At curry-center me says --- bryan is in marino-center.
At curry-center me says --- joe-junior is in centennial-common.
At curry-center me says --- polyphemus is in wvg.
At curry-center me says --- cedric-senior is in knowles-center.
At curry-center me says --- sophie-sophomore is in shillman-hall.
At curry-center me says --- sam is in shillman-hall.

What is thy bidding? west
me moves from curry-center to ell-hall
The clock ticks 7

You are in ell-hall
You are holding: tx200 completed-hw-3
You see stuff in the room: file-cabinet

There are no other people around you
The exits are in directions: east west

What is thy bidding? west
me moves from ell-hall to krentzman-quad
The clock ticks 8

You are in krentzman-quad
You are holding: tx200 completed-hw-3
There is no stuff in the room
There are no other people around you
The exits are in directions: east west

What is thy bidding? west
me moves from krentzman-quad to speare-hall
The clock ticks 9

You are in speare-hall
You are holding: tx200 completed-hw-3
You see stuff in the room: backpack
There are no other people around you
The exits are in directions: east south

What is thy bidding? use tx200
At speare-hall me says --- I turn on TX200.
At speare-hall me says --- matthias is in cs-office.
At speare-hall me says --- riccardo is in prl-lab.
At speare-hall me says --- bryan is in curry-center.
At speare-hall me says --- joe-junior is in centennial-common.
At speare-hall me says --- sam is in centennial-common.
At speare-hall me says --- polyphemus is in wvg.
At speare-hall me says --- cedric-senior is in knowles-center.
At speare-hall me says --- sophie-sophomore is in shillman-hall.
At speare-hall me says --- me is in speare-hall.

What is thy bidding? east
me moves from speare-hall to krentzman-quad
The clock ticks 10

You are in krentzman-quad
You are holding: tx200 completed-hw-3
There is no stuff in the room
There are no other people around you
The exits are in directions: east west

What is thy bidding? east
me moves from krentzman-quad to ell-hall
The clock ticks 11

You are in ell-hall
You are holding: tx200 completed-hw-3
You see stuff in the room: file-cabinet
There are no other people around you
The exits are in directions: east west

What is thy bidding? use tx200
At ell-hall me says --- I turn on TX200.
At ell-hall me says --- cedric-senior is in wvh-108.
At ell-hall me says --- matthias is in cs-office.
At ell-hall me says --- riccardo is in prl-lab.
At ell-hall me says --- sam is in centennial-common.
At ell-hall me says --- joe-junior is in ruggles.
At ell-hall me says --- polyphemus is in wvg.
At ell-hall me says --- bryan is in knowles-center.
At ell-hall me says --- sophie-sophomore is in shillman-hall.
At ell-hall me says --- me is in ell-hall.

What is thy bidding? east
me moves from ell-hall to curry-center
The clock ticks 12

You are in curry-center
You are holding: tx200 completed-hw-3
You see stuff in the room: toolbox unfinished-hw-4
There are no other people around you
The exits are in directions: south east west

What is thy bidding? south
me moves from curry-center to knowles-center
At knowles-center me says -- Hi bryan
The clock ticks 13

You are in knowles-center
You are holding: tx200 completed-hw-3
There is no stuff in the room
You see other people: bryan
The exits are in directions: south east north west

What is thy bidding? give completed-hw-3 bryan
At knowles-center me says -- I drop completed-hw-3 at knowles-center
At knowles-center bryan says -- I take completed-hw-3 from knowles-center

What is thy bidding? ask bryan
At knowles-center bryan says -- Okay, time to grade completed-hw-3
At knowles-center bryan says -- You completed the homework correctly.

What is thy bidding? look
You are in knowles-center
You are holding: tx200
You see stuff in the room: graded-hw-3
You see other people: bryan
The exits are in directions: south east north west

What is thy bidding? take graded-hw-3
At knowles-center me says -- I take graded-hw-3 from knowles-center

What is thy bidding? use tx200
At knowles-center me says --- I turn on TX200.
At knowles-center me says --- cedric-senior is in wvh-first-floor.
At knowles-center me says --- polyphemus is in wvh-first-floor.
At knowles-center me says --- matthias is in cs-office.
At knowles-center me says --- riccardo is in prl-lab.
At knowles-center me says --- sam is in centennial-common.
At knowles-center me says --- sophie-sophomore is in centennial-common.
At knowles-center me says --- bryan is in knowles-center.
At knowles-center me says --- me is in knowles-center.
At knowles-center me says --- joe-junior is in shillman-hall.

What is thy bidding? south
me moves from knowles-center to wvh-first-floor
At wvh-first-floor me says -- Hi cedric-senior polyphemus
The clock ticks 14
polyphemus moves from wvh-first-floor to wvg

You are in wvh-first-floor
You are holding: tx200 graded-hw-3
You see stuff in the room: locker-2
You see other people: cedric-senior
The exits are in directions: up south west north east

What is thy bidding? up
me moves from wvh-first-floor to wvh-second-floor
The clock ticks 15

You are in wvh-second-floor
You are holding: tx200 graded-hw-3
There is no stuff in the room
There are no other people around you
The exits are in directions: up east down

What is thy bidding? up
me moves from wvh-second-floor to wvh-third-floor

The clock ticks 16

You are in wvh-third-floor
You are holding: tx200 graded-hw-3
There is no stuff in the room
There are no other people around you
The exits are in directions: north south down

What is thy bidding? south
me moves from wvh-third-floor to prl-lab
At prl-lab me says -- Hi riccardo
The clock ticks 17
At prl-lab riccardo says -- I try but cannot take johnny-5

You are in prl-lab
You are holding: tx200 graded-hw-3
You see stuff in the room: johnny-5 cabinet dufflebag
You see other people: riccardo
The exits are in directions: north south

What is thy bidding? give graded-hw-3 riccardo
At prl-lab me says -- I drop graded-hw-3 at prl-lab
At prl-lab riccardo says -- I take graded-hw-3 from prl-lab

What is thy bidding? ask riccardo
At prl-lab riccardo says -- Look at that, someone at least will pass this course!
At prl-lab riccardo says -- Congratulations!

Anthony Grimaldi

Implemented a jetpack for traveling around the world.

The CSU 370 Adventure Game, version 1.0 (November 2007)

You are in wvh-computer-lab
You are holding: tomtom
You see stuff in the room: cray-2 unfinished-hw-6
There are no other people around you
The exits are in directions: east

What is thy bidding? east
blubbering-fool moves from wvh-computer-lab to wvh-first-floor
The clock ticks 1
At wvh-first-floor matthias says -- Hi blubbering-fool
At wvh-first-floor matthias takes a bite out of blubbering-fool
At wvh-first-floor blubbering-fool says -- Ouch! 3 hits is more than I want!
At wvh-first-floor blubbering-fool says -- My health is now 0

You are in wvh-first-floor
You are holding: tomtom
You see stuff in the room: empty-rum-bottle unfinished-hw-1
You see other people: matthias
The exits are in directions: up south west north east

What is thy bidding? up
blubbering-fool moves from wvh-first-floor to wvh-second-floor
The clock ticks 2

You are in wvh-second-floor
You are holding: tomtom
There is no stuff in the room
There are no other people around you
The exits are in directions: up east down

What is thy bidding? up
blubbering-fool moves from wvh-second-floor to wvh-third-floor
At wvh-third-floor blubbering-fool says -- Hi bryan
The clock ticks 3

An earth-shattering, soul-piercing scream is heard...

You are in wvh-third-floor
You are holding: tomtom
There is no stuff in the room
You see other people: bryan
The exits are in directions: north south down

What is thy bidding? south
blubbering-fool moves from wvh-third-floor to prl-lab
The clock ticks 4

You are in prl-lab
You are holding: tomtom
You see stuff in the room: johnny-5 unfinished-hw-4
There are no other people around you
The exits are in directions: north south

What is thy bidding? south
blubbering-fool moves from prl-lab to matthias-lair
The clock ticks 5

You are in matthias-lair
You are holding: tomtom
You see stuff in the room: htdp bond's-jet-pack
There are no other people around you
The exits are in directions: north

What is thy bidding? take bond's-jet-pack
At matthias-lair blubbering-fool says -- I take bond's-jet-pack from matthias-lair

What is thy bidding? use bond's-jet-pack
At matthias-lair blubbering-fool says -- I fiddle with the controls on bond's-jet-pack

Destinations available.

riccardo-office
wvh-108
wvh-first-floor
wvh-computer-lab
wvh-second-floor
cs-office
wvh-third-floor
prl-lab
matthias-lair
curry-center
marino-center
au-bon-pain
centennial-common
snell-library
wvg
willis-hall
behrakis
lake-hall
knowles-center
shillman-hall
ell-hall
krentzman-quad
speare-hall
dg-basement
dg-computer-lab
dg-first-floor
dg-second-floor
dg-computer-lab
dg-third-floor
dg-fourth-floor

Where would you like to go Mr. Bond? dg-basement
dg-basement : riccardo-office
dg-basement : wvh-108
dg-basement : wvh-first-floor
dg-basement : wvh-computer-lab

```
dg-basement : wvh-second-floor
dg-basement : cs-office
dg-basement : wvh-third-floor
dg-basement : prl-lab
dg-basement : matthias-lair
dg-basement : curry-center
dg-basement : marino-center
dg-basement : au-bon-pain
dg-basement : centennial-common
dg-basement : snell-library
dg-basement : wvg
dg-basement : willis-hall
dg-basement : behrakis
dg-basement : lake-hall
dg-basement : knowles-center
dg-basement : shillman-hall
dg-basement : ell-hall
dg-basement : krentzman-quad
dg-basement : speare-hall
dg-basement : dg-basement
```

The clock ticks 6

```
You are in dg-basement
You are holding: tomtom bond's-jet-pack
There is no stuff in the room
There are no other people around you
The exits are in directions: up east
```

What is thy bidding? quit

Patrick Lannigan

Implemented a new kind of person, a cheater, than can complete a homework for you, except that there is a chance for them to get it wrong.

```
The CSU 370 Adventure Game, version 1.0 (November 2007)
```

```
You are in krentzman-quad
You are holding: tr3000
There is no stuff in the room
You see other people: cheating-dumbo bryan
The exits are in directions: east west
```

```
What is thy bidding? west
blubbering-fool moves from krentzman-quad to speare-hall
At speare-hall blubbering-fool says -- Hi alec
The clock ticks 1
At speare-hall joe-junior says -- Hi alec blubbering-fool
At speare-hall sophie-sophomore says -- Hi alec blubbering-fool joe-junior
At speare-hall alec says -- I take tr3000 from blubbering-fool
At speare-hall blubbering-fool says -- I lose tr3000
At speare-hall blubbering-fool says -- Yaaaaah! I am upset!
At speare-hall bryan says -- Hi alec blubbering-fool joe-junior sophie-sophomore
At speare-hall bryan says -- I take tr3000 from alec
At speare-hall alec says -- I lose tr3000
At speare-hall alec says -- Yaaaaah! I am upset!
```

```
You are in speare-hall
You are not holding anything
You see stuff in the room: unfinished-hw-6
You see other people: alec joe-junior sophie-sophomore bryan
The exits are in directions: east south
```

```
What is thy bidding? take unfinished-hw-6
At speare-hall blubbering-fool says -- I take unfinished-hw-6 from speare-hall
```

```
What is thy bidding? east
blubbering-fool moves from speare-hall to krentzman-quad
```

```
At krentzman-quad blubbering-fool says -- Hi cheating-dumbo
The clock ticks 2

You are in krentzman-quad
You are holding: unfinished-hw-6
There is no stuff in the room
You see other people: cheating-dumbo
The exits are in directions: east west

What is thy bidding? ask cheating-dumbo
At krentzman-quad cheating-dumbo says -- Okay, your hw-6 is finished.

What is thy bidding? look
You are in krentzman-quad
You are not holding anything
You see stuff in the room: completed-hw-6
You see other people: cheating-dumbo
The exits are in directions: east west

What is thy bidding? take completed-hw-6
At krentzman-quad blubbering-fool says -- I take completed-hw-6 from krentzman-quad

What is thy bidding? west
blubbering-fool moves from krentzman-quad to speare-hall
At speare-hall blubbering-fool says -- Hi alec joe-junior bryan
The clock ticks 3
At speare-hall joe-junior says -- I take tr3000 from bryan
At speare-hall bryan says -- I lose tr3000
At speare-hall bryan says -- Yaaaaah! I am upset!
alec moves from speare-hall to krentzman-quad
An earth-shattering, soul-piercing scream is heard...

You are in speare-hall
You are holding: completed-hw-6
There is no stuff in the room
You see other people: joe-junior bryan
The exits are in directions: east south

What is thy bidding? ask bryan
At speare-hall bryan says -- What's this? You cheated on a homework! Say goodbye to all your things

What is thy bidding? quit
```

Anthony Lawrence

Implemented a combat system. Fighting a person lends you in a special prompt that lets you choose what to do during the fight.

```
The CSU 370 Adventure Game, version 1.0 (November 2007)

You are in riccardo-office
You are holding: pencil gps
You see stuff in the room: unfinished-hw-2 unfinished-hw-4 unfinished-hw-5
There are no other people around you
The exits are in directions: south

What is thy bidding? south
blubbering-fool moves from riccardo-office to wvh-third-floor
At wvh-third-floor blubbering-fool says -- Hi sophie-sophomore polyphemus matthias
The clock ticks 1
At wvh-third-floor matthias takes a bite out of polyphemus
At wvh-third-floor polyphemus says -- Ouch! 2 hits is more than I want!
At wvh-third-floor polyphemus says -- My health is now 8

You are in wvh-third-floor
You are holding: pencil gps
You see stuff in the room: broad-sword
You see other people: sophie-sophomore polyphemus matthias
The exits are in directions: north south down
```

What is thy bidding? fight matthias

You are Fighting matthias. you have 10 health left
you have the following things:
pencil
gps

What will you do? use pencil
you stab matthias with your pencil for 2 damage. POKE!
At wvh-third-floor matthias says -- Ouch! 2 hits is more than I want!
At wvh-third-floor matthias says -- My health is now 8
matthias runs away

What is thy bidding? fight polyphemus

You are Fighting polyphemus. you have 10 health left
you have the following things:
pencil
gps

What will you do? use pencil
you try to stab polyphemus with your pencil but you miss
polyphemus tries to bite you, but misses

You are Fighting polyphemus. you have 10 health left
you have the following things:

What will you do? attack
you try to wallop polyphemus with your fisticuffs but you miss
polyphemus tries to bite you, but misses

You are Fighting polyphemus. you have 10 health left
you have the following things:

What will you do? use pencil
you stab polyphemus with your pencil for 1 damage. POKE!
At wvh-third-floor polyphemus says -- Ouch! 1 hits is more than I want!
At wvh-third-floor polyphemus says -- My health is now 7
polyphemus tries to run away, but you chase him/her down

You are Fighting polyphemus. you have 10 health left
you have the following things:

What will you do? attack
you wallop polyphemus with your fisticuffs for 2 damage. WHAM!
At wvh-third-floor polyphemus says -- Ouch! 2 hits is more than I want!
At wvh-third-floor polyphemus says -- My health is now 5
polyphemus tries to run away, but you chase him/her down

You are Fighting polyphemus. you have 10 health left
you have the following things:

What will you do? attack
you wallop polyphemus with your fisticuffs for 2 damage. WHAM!
At wvh-third-floor polyphemus says -- Ouch! 2 hits is more than I want!
At wvh-third-floor polyphemus says -- My health is now 3
polyphemus tries to bite you, but misses

You are Fighting polyphemus. you have 10 health left
you have the following things:

What will you do? attack
you try to wallop polyphemus with your fisticuffs but you miss
polyphemus bites you for 4 damage
At wvh-third-floor blubbering-fool says -- Ouch! 4 hits is more than I want!
At wvh-third-floor blubbering-fool says -- My health is now 6

You are Fighting polyphemus. you have 6 health left
you have the following things:

```
What will you do? attack
you wallop polyphemus with your fisticuffs for 1 damage. WHAM!
At wvh-third-floor polyphemus says -- Ouch! 1 hits is more than I want!
At wvh-third-floor polyphemus says -- My health is now 2
polyphemus tries to bite you, but misses

You are Fighting polyphemus. you have 6 health left
you have the following things:

What will you do? attack
you wallop polyphemus with your fisticuffs for 1 damage. WHAM!
At wvh-third-floor polyphemus says -- Ouch! 1 hits is more than I want!
At wvh-third-floor polyphemus says -- My health is now 1
polyphemus bites you for 2 damage
At wvh-third-floor blubbering-fool says -- Ouch! 2 hits is more than I want!
At wvh-third-floor blubbering-fool says -- My health is now 4

You are Fighting polyphemus. you have 4 health left
you have the following things:

What will you do? attack
you wallop polyphemus with your fisticuffs for 1 damage. WHAM!
At wvh-third-floor polyphemus says -- Ouch! 1 hits is more than I want!
At wvh-third-floor polyphemus says -- My health is now 0
polyphemus bites you for 1 damage
At wvh-third-floor blubbering-fool says -- Ouch! 1 hits is more than I want!
At wvh-third-floor blubbering-fool says -- My health is now 3

You are Fighting polyphemus. you have 3 health left
you have the following things:

What will you do? attack
you wallop polyphemus with your fisticuffs for 2 damage. WHAM!
At wvh-third-floor polyphemus says -- Ouch! 2 hits is more than I want!
At wvh-third-floor polyphemus says -- SHREEEEEEK! I, uh, suddenly feel very faint...
An earth-shattering, soul-piercing scream is heard...

What is thy bidding? quit
```

Christopher Lee

Implemented a monetary system, a store, and food that you can purchase. Hunger is tracked, and when too hungry, the player dies. Money allows you to buy food, and, of course, to try to bribe a professor.

The CSU 370 Adventure Game, version 1.0 (November 2007)

Health: 3

Hunger: 0

You are in wallastons

You are holding: tr3000 twenty-dollar-bill-1 twenty-dollar-bill-2 twenty-dollar-bill-3 twenty-dollar-bill-4
twenty-dollar-bill-5 twenty-dollar-bill-6 one-dollar-bill-1 donut

You see stuff in the room: gum tr6000 steak one-dollar-bill-2 water unfinished-hw-1

You see stuff for sale in the room:

gum	1.0
graded-homework-1	50.0
tr6000	100.0
steak	15.0

You see other people: riccardo

The exits are in directions: north east

What is thy bidding? buy graded-homework-1

You bought graded-homework-1 for 50.0

wallastons took twenty-dollar-bill-1 in compensation for graded-homework-1

wallastons took twenty-dollar-bill-2 in compensation for graded-homework-1

wallastons took twenty-dollar-bill-3 in compensation for graded-homework-1

wallastons gives you a ten dollar bill as change

What is thy bidding? give graded-homework-1 riccardo

At wallastons blubbering-fool says -- I drop graded-homework-1 at wallastons

At wallastons riccardo says -- I take graded-homework-1 from wallastons

What is thy bidding? ask riccardo

At wallastons riccardo says -- Look at that, someone at least will pass this course!

At wallastons riccardo says -- Congratulations!

(Well, that was easy...)

Derek Johnston and Karyn Levy

Implemented a cell phone that lets you call anyone in the game. The callee will then travel to the player's location. Just for fun, they also implemented snowballs.

The CSU 370 Adventure Game, version 1.0 (November 2007)

You are in wvh-third-floor
You are holding: jacket cell-phone tr3000 snowballs
There is no stuff in the room
You see other people: polyphemus
The exits are in directions: north south down

What is thy bidding? call bryan
At wvh-third-floor blubbering-fool says -- I call bryan on my cellular device!
At wvh-third-floor bryan says -- Hi there!

What is thy bidding? look
You are in wvh-third-floor
You are holding: jacket cell-phone tr3000 snowballs
There is no stuff in the room
You see other people: polyphemus bryan
The exits are in directions: north south down

What is thy bidding? fling snowballs bryan
At wvh-third-floor bryan says -- Ouch! 1 hits is more than I want!
At wvh-third-floor bryan says -- My health is now 2
At wvh-third-floor bryan says -- YEEOW I GOT ATTACKED BY A SNOWBALL

What is thy bidding? fling snowballs bryan
At wvh-third-floor bryan says -- Ouch! 1 hits is more than I want!
At wvh-third-floor bryan says -- My health is now 1
At wvh-third-floor bryan says -- YEEOW I GOT ATTACKED BY A SNOWBALL

What is thy bidding? fling snowballs bryan
At wvh-third-floor bryan says -- Ouch! 1 hits is more than I want!
At wvh-third-floor bryan says -- My health is now 0
At wvh-third-floor bryan says -- YEEOW I GOT ATTACKED BY A SNOWBALL

What is thy bidding? fling snowballs bryan
At wvh-third-floor bryan says -- Ouch! 1 hits is more than I want!
At wvh-third-floor bryan says -- SHREEEEEK! I, uh, suddenly feel very faint...
An earth-shattering, soul-piercing scream is heard...

What is thy bidding? quit

Sorry Bryan!

Praful Mathur and Shawn Smith

Implemented a version of the game with sound effects.

Matt Reid

Implemented a portal gun, that lets you create a portal connecting the current room with an arbitrary destination. Also implemented a verb "rest" to regain lost health.

The CSU 370 Adventure Game, version 1.x (December 2007)

You are in curry-center
You are holding: portal-gun tr3000
There is no stuff in the room
There are no other people around you
The exits are in directions: south east west

What is thy bidding? use portal-gun
At curry-center brave-soul says -- portal-gun - Take me where I want to go!

Where would you like the exit placed? prl-lab
At curry-center brave-soul says -- Whoa, a weird slice of light is opening up in front of me!

What is thy bidding? look
You are in curry-center
You are holding: portal-gun tr3000
There is no stuff in the room
There are no other people around you
The exits are in directions: south east west portalexit

What is thy bidding? portalexit
brave-soul moves from curry-center to prl-lab
At prl-lab brave-soul says -- Hi bryan
The clock ticks 1
bryan moves from prl-lab to wvh-third-floor

You are in prl-lab
You are holding: portal-gun tr3000
You see stuff in the room: johnny-5
There are no other people around you
The exits are in directions: north south portalexit

What is thy bidding? portalexit
brave-soul moves from prl-lab to curry-center
The clock ticks 2

You are in curry-center
You are holding: portal-gun tr3000
There is no stuff in the room
There are no other people around you
The exits are in directions: south east west portalexit

What is thy bidding? south
brave-soul moves from curry-center to knowles-center
The clock ticks 3

You are in knowles-center
You are holding: portal-gun tr3000
There is no stuff in the room
There are no other people around you
The exits are in directions: south east north west

What is thy bidding? use portal-gun
At knowles-center brave-soul says -- portal-gun - Take me where I want to go!

Where would you like the exit placed? wvg
At knowles-center brave-soul says -- Whoa, a weird slice of light is opening up in front of me!

What is thy bidding? portalexit
brave-soul moves from knowles-center to wvg
The clock ticks 4

You are in wvg
You are holding: portal-gun tr3000
There is no stuff in the room
There are no other people around you
The exits are in directions: north east west portalexit

What is thy bidding? portalexit
brave-soul moves from wvg to knowles-center
The clock ticks 5

You are in knowles-center
You are holding: portal-gun tr3000
There is no stuff in the room
There are no other people around you
The exits are in directions: south east north west portalexit

What is thy bidding? quit

Implemented a monetary system, and food things. You can eat food things, which increases your health. You can also eat people, interestingly enough. Or you can just kill them, if you're in a hurry.

The CSU 370 Adventure Game, version 1.0 (November 2007)

You are in lake-hall
You are holding: wallet
There is no stuff in the room
There are no other people around you
The exits are in directions: west south east north

What is thy bidding? north
blubbering-fool moves from lake-hall to chicken-lous
The clock ticks 3

You are in chicken-lous
You are holding: wallet
You see stuff in the room: tko bloomin-lou-down-under naughty-nuggets
There are no other people around you
The exits are in directions: north south
You can buy the following:
tko \$5
bloomin-lou-down-under \$1
naughty-nuggets \$1

What is thy bidding? buy tko
At chicken-lous blubbering-fool says -- I take tko from chicken-lous
At chicken-lous blubbering-fool says -- I have \$45 in my wallet

What is thy bidding? eat tko
At chicken-lous blubbering-fool says -- I eat tko
At chicken-lous blubbering-fool says -- My health has increased 2pointsto 3points
The clock ticks 4

You are in chicken-lous
You are holding: wallet
You see stuff in the room: bloomin-lou-down-under naughty-nuggets
There are no other people around you
The exits are in directions: north south
You can buy the following:
tko \$5
bloomin-lou-down-under \$1
naughty-nuggets \$1

What is thy bidding? south
blubbering-fool moves from chicken-lous to lake-hall
At lake-hall blubbering-fool says -- Hi alec
The clock ticks 5
alec moves from lake-hall to knowles-center

...

What is thy bidding? west
blubbering-fool moves from lake-hall to knowles-center
At knowles-center blubbering-fool says -- Hi alec polyphemus
The clock ticks 10
alec moves from knowles-center to krentzman-quad
At knowles-center polyphemus takes a bite out of blubbering-fool
At knowles-center blubbering-fool says -- Ouch! 1 hits is more than I want!
At knowles-center blubbering-fool says -- My health is now 4

You are in knowles-center
You are holding: wallet
There is no stuff in the room
You see other people: polyphemus
The exits are in directions: south east north west

What is thy bidding? eat polyphemus
At knowles-center blubbering-fool says -- I take a bite out of polyphemus
At knowles-center polyphemus says -- Ouch! 1 hits is more than I want!

```
At knowles-center polyphemus says -- My health is now 2
The clock ticks 11
At knowles-center joe-junior says -- Hi polyphemus blubbering-fool
At knowles-center cedric-senior says -- Hi polyphemus blubbering-fool joe-junior
At knowles-center cedric-senior says -- I take wallet from blubbering-fool
At knowles-center blubbering-fool says -- I lose wallet
At knowles-center blubbering-fool says -- Yaaaaah! I am upset!
At knowles-center polyphemus takes a bite out of cedric-senior
At knowles-center cedric-senior says -- Ouch! 3 hits is more than I want!
At knowles-center cedric-senior says -- My health is now 0
```

```
You are in knowles-center
You are not holding anything
There is no stuff in the room
You see other people: polyphemus joe-junior cedric-senior
The exits are in directions: south east north west
```

```
What is thy bidding? kill polyphemus
At knowles-center blubbering-fool says -- I kill polyphemus
At knowles-center polyphemus says -- Ouch! 3 hits is more than I want!
At knowles-center polyphemus says -- SHREEEEEEK! I, uh, suddenly feel very faint...
An earth-shattering, soul-piercing scream is heard...
At knowles-center blubbering-fool says -- Now I must hide the evidence.
At knowles-center blubbering-fool hides polyphemus's body
```

```
What is thy bidding? quit
```

Ryan Milling

Implemented a smart phone that can be used to call anyone in the world. When called, a person will tell you their location and everything they see in the room, if anything.

```
The CSU 370 Adventure Game, version 1.0 (November 2007)
```

```
You are in richards-hall
You are holding: tr3000 blackberry
You see stuff in the room: parking-sticker
You see other people: cedric-senior
The exits are in directions: south north
```

```
What is thy bidding? call bryan blackberry
At richards-hall blubbering-fool says -- I call bryan with blackberry
Hey, it's bryan, I'm in wvg
I'm expecting an important call, leave me alone
(bryan hung up)
```

```
What is thy bidding? quit
```

Ian Moss

Implemented a sage (wandering around randomly giving advice), and food that can increase the player's health. Also implemented a combat system, where you can attack a person if you have a weapon.

The CSU 370 Adventure Game, version 1.0 (November 2007)

You are in marino-center
You are holding: tr3000
You see stuff in the room: nuid
You see other people: joe-junior
The exits are in directions: east south north

What is thy bidding? east
blubbering-fool moves from marino-center to knowles-center
The clock ticks 1

You are in knowles-center
You are holding: tr3000
You see stuff in the room: rapier katana
There are no other people around you
The exits are in directions: south east north west

What is thy bidding? take rapier
At knowles-center blubbering-fool says -- I take rapier from knowles-center

What is thy bidding? west
blubbering-fool moves from knowles-center to marino-center
At marino-center blubbering-fool says -- Hi sophie-sophomore ardwen-the-wise ardwen-the-not-so-wise
The clock ticks 2
At marino-center ardwen-the-wise says -- I will give some advice...and here it is...
At marino-center ardwen-the-wise says -- Never judge a book by its cover
At marino-center ardwen-the-not-so-wise says -- I do not feel that I have any advice to give

You are in marino-center
You are holding: tr3000 rapier
There is no stuff in the room
You see other people: sophie-sophomore ardwen-the-wise ardwen-the-not-so-wise
The exits are in directions: east south north

What is thy bidding? attack rapier ardwen-the-not-so-wise
At marino-center ardwen-the-not-so-wise says -- Ouch! 1 hits is more than I want!
At marino-center ardwen-the-not-so-wise says -- My health is now 2
The clock ticks 3
At marino-center joe-junior says -- Hi sophie-sophomore ardwen-the-wise ardwen-the-not-so-wise blubbering-fool
At marino-center joe-junior says -- I take nuid from sophie-sophomore
At marino-center sophie-sophomore says -- I lose nuid
At marino-center sophie-sophomore says -- Yaaaaah! I am upset!
At marino-center ardwen-the-wise says -- I do not feel that I have any advice to give
ardwen-the-not-so-wise moves from marino-center to speare-hall

What is thy bidding? quit

Rudolph Mutter

Implemented tutors, who tell you the location all unfinished homeworks not already held by someone. Also implemented partners; to finish a homework, you need a partner, which you first need to invite to a computer lab. A partner needs to be there for a computer to complete a homework.

The CSU 370 Adventure Game, version 1.0 (November 2007)

You are in behrakis
You are holding: tr3000
There is no stuff in the room
You see other people: polyphemus
The exits are in directions: west north east

What is thy bidding? west
blubbering-fool moves from behrakis to wvg
At wvg blubbering-fool says -- Hi joe-junior carly
The clock ticks 1

You are in wvg

You are holding: tr3000
There is no stuff in the room
You see other people: joe-junior carly
The exits are in directions: north east west

What is thy bidding? ask carly
At wvg carly says -- I know where the homeworks are located
At wvg carly says -- unfinished-hw-1 is in curry-center
At wvg carly says -- unfinished-hw-5 is in marino-center
At wvg carly says -- unfinished-hw-2 is in knowles-center
At wvg carly says -- unfinished-hw-4 is in shallman-hall
At wvg carly says -- unfinished-hw-3 is in ruggles

What is thy bidding? invite carly
At wvg blubbering-fool says -- I feel weird inviting carly

What is thy bidding? west
blubbering-fool moves from wvg to wvh-first-floor
The clock ticks 2

You are in wvh-first-floor
You are holding: tr3000
There is no stuff in the room
There are no other people around you
The exits are in directions: up south west north east

What is thy bidding? north
blubbering-fool moves from wvh-first-floor to knowles-center
The clock ticks 3

You are in knowles-center
You are holding: tr3000
You see stuff in the room: unfinished-hw-2
There are no other people around you
The exits are in directions: south east north west

What is thy bidding? take unfinished-hw-2
At knowles-center blubbering-fool says -- I take unfinished-hw-2 from knowles-center

What is thy bidding? use tr3000
At knowles-center blubbering-fool says -- I fiddle with the buttons on tr3000
At knowles-center blubbering-fool says -- bryan is in riccardo-office
At knowles-center blubbering-fool says -- greg is in wvh-third-floor
At knowles-center blubbering-fool says -- alec is in wvh-third-floor
At knowles-center blubbering-fool says -- riccardo is in marino-center
At knowles-center blubbering-fool says -- sophie-sophomore is in au-bon-pain
At knowles-center blubbering-fool says -- matthias is in centennial-common
At knowles-center blubbering-fool says -- cedric-senior is in snell-library
At knowles-center blubbering-fool says -- carly is in wvg
At knowles-center blubbering-fool says -- polyphemus is in wvg
At knowles-center blubbering-fool says -- joe-junior is in behrakis
At knowles-center blubbering-fool says -- blubbering-fool is in knowles-center
At knowles-center blubbering-fool says -- rudy is in speare-hall
At knowles-center blubbering-fool says -- sam is in resmail

What is thy bidding? south
blubbering-fool moves from knowles-center to wvh-first-floor
The clock ticks 4
At wvh-first-floor polyphemus says -- Hi blubbering-fool
At wvh-first-floor polyphemus takes a bite out of blubbering-fool
At wvh-first-floor blubbering-fool says -- Ouch! 1 hits is more than I want!
At wvh-first-floor blubbering-fool says -- My health is now 2

You are in wvh-first-floor
You are holding: tr3000 unfinished-hw-2
There is no stuff in the room
You see other people: polyphemus
The exits are in directions: up south west north east

What is thy bidding? up
blubbering-fool moves from wvh-first-floor to wvh-second-floor

The clock ticks 5

You are in wvh-second-floor
You are holding: tr3000 unfinished-hw-2
There is no stuff in the room
There are no other people around you
The exits are in directions: up east down

What is thy bidding? up
blubbering-fool moves from wvh-second-floor to wvh-third-floor
At wvh-third-floor blubbering-fool says -- Hi greg
The clock ticks 6
At wvh-third-floor bryan says -- Hi greg blubbering-fool
At wvh-third-floor bryan says -- I take tr3000 from blubbering-fool
At wvh-third-floor blubbering-fool says -- I lose tr3000
At wvh-third-floor blubbering-fool says -- Yaaaaah! I am upset!

You are in wvh-third-floor
You are holding: unfinished-hw-2
There is no stuff in the room
You see other people: greg bryan
The exits are in directions: north south down

What is thy bidding? invite greg
At wvh-third-floor blubbering-fool says -- I feel weird inviting greg

What is thy bidding? take tr3000
At wvh-third-floor blubbering-fool says -- I take tr3000 from bryan
At wvh-third-floor bryan says -- I lose tr3000
At wvh-third-floor bryan says -- Yaaaaah! I am upset!

What is thy bidding? use tr3000
At wvh-third-floor blubbering-fool says -- I fiddle with the buttons on tr3000
At wvh-third-floor blubbering-fool says -- polyphemus is in wvh-first-floor
At wvh-third-floor blubbering-fool says -- greg is in wvh-third-floor
At wvh-third-floor blubbering-fool says -- blubbering-fool is in wvh-third-floor
At wvh-third-floor blubbering-fool says -- bryan is in wvh-third-floor
At wvh-third-floor blubbering-fool says -- alec is in prl-lab
At wvh-third-floor blubbering-fool says -- sophie-sophomore is in marino-center
At wvh-third-floor blubbering-fool says -- cedric-senior is in snell-library
At wvh-third-floor blubbering-fool says -- carly is in wvg
At wvh-third-floor blubbering-fool says -- joe-junior is in willis-hall
At wvh-third-floor blubbering-fool says -- matthias is in shillman-hall
At wvh-third-floor blubbering-fool says -- rudy is in speare-hall
At wvh-third-floor blubbering-fool says -- riccardo is in speare-hall
At wvh-third-floor blubbering-fool says -- sam is in ruggles

What is thy bidding? down
blubbering-fool moves from wvh-third-floor to wvh-second-floor
The clock ticks 7

You are in wvh-second-floor
You are holding: unfinished-hw-2 tr3000
There is no stuff in the room
There are no other people around you
The exits are in directions: up east down

What is thy bidding? down
blubbering-fool moves from wvh-second-floor to wvh-first-floor
The clock ticks 8
At wvh-first-floor polyphemus says -- Hi blubbering-fool
At wvh-first-floor polyphemus takes a bite out of blubbering-fool
At wvh-first-floor blubbering-fool says -- Ouch! 3 hits is more than I want!
At wvh-first-floor blubbering-fool says -- I am slain!
At wvh-first-floor blubbering-fool says -- I lose unfinished-hw-2
At wvh-first-floor blubbering-fool says -- Yaaaaah! I am upset!
At wvh-first-floor blubbering-fool says -- I lose tr3000
At wvh-first-floor blubbering-fool says -- Yaaaaah! I am upset!
An earth-shattering, soul-piercing scream is heard...
(I am afraid this game is over for you)

Oops... I never got to find a partner.

Robert Noack

Implemented a facility to upload and download homeworks to other people (say, graders).

```
The CSU 370 Adventure Game, version 1.0 (November 2007)

You are in curry-center
You are holding: tr3000
There is no stuff in the room
There are no other people around you
The exits are in directions: south east west

What is thy bidding? south
blubbering-fool moves from curry-center to knowles-center
At knowles-center blubbering-fool says -- Hi cedric-senior
The clock ticks 3
cedric-senior moves from knowles-center to marino-center

You are in knowles-center
You are not holding anything
There is no stuff in the room
There are no other people around you
The exits are in directions: south east north west

What is thy bidding? south
blubbering-fool moves from knowles-center to wvh-first-floor
At wvh-first-floor blubbering-fool says -- Hi joe-junior
The clock ticks 4
joe-junior moves from wvh-first-floor to knowles-center

You are in wvh-first-floor
You are not holding anything
There is no stuff in the room
There are no other people around you
The exits are in directions: up south west north east

What is thy bidding? south
blubbering-fool moves from wvh-first-floor to wvh-108
The clock ticks 5

You are in wvh-108
You are not holding anything
You see stuff in the room: blackboard unfinished-hw-2
There are no other people around you
The exits are in directions: north

What is thy bidding? take unfinished-hw-2
At wvh-108 blubbering-fool says -- I take unfinished-hw-2 from wvh-108

What is thy bidding? north
blubbering-fool moves from wvh-108 to wvh-first-floor
At wvh-first-floor blubbering-fool says -- Hi joe-junior
The clock ticks 6
joe-junior moves from wvh-first-floor to knowles-center
At wvh-first-floor alec says -- Hi blubbering-fool

You are in wvh-first-floor
You are holding: unfinished-hw-2
There is no stuff in the room
You see other people: alec
The exits are in directions: up south west north east

What is thy bidding? west
blubbering-fool moves from wvh-first-floor to wvh-computer-lab
The clock ticks 7
```

```
You are in wvh-computer-lab
You are holding: unfinished-hw-2
You see stuff in the room: hal-9000
There are no other people around you
The exits are in directions: east

What is thy bidding? use hal-9000
At wvh-computer-lab blubbering-fool says -- Okay, time to finish unfinished-hw-2

What is thy bidding? take completed-hw-2
At wvh-computer-lab blubbering-fool says -- I take completed-hw-2 from wvh-computer-lab

What is thy bidding? upload completed-hw-2 alec
At wvh-computer-lab blubbering-fool says -- I drop completed-hw-2 at wvh-computer-lab
Upload in progress: Establishing Connection
Upload in progress: Transfer Successful
At wvh-108 alec says -- I take completed-hw-2 from wvh-108

What is thy bidding? call alec
At wvh-108alec says What do we have here?
At wvh-108alec says Looking at your completed-hw-2. Looks good to me!
At wvh-108alec says I'll hold onto this until you download/take it.

What is thy bidding? download graded-hw-2 alec
At wvh-108 alec says -- I drop graded-hw-2 at wvh-108
Download in progress: Establishing Connection
Download in progress: Transfer Successful
At wvh-computer-lab blubbering-fool says -- I take graded-hw-2 from wvh-computer-lab

What is thy bidding? upload graded-hw-2 riccardo
At wvh-computer-lab blubbering-fool says -- I drop graded-hw-2 at wvh-computer-lab
Upload in progress: Establishing Connection
Upload in progress: Transfer Successful
At ell-hall riccardo says -- I take graded-hw-2 from ell-hall

What is thy bidding? call riccardo
At wvh-computer-lab blubbering-fool says -- I don't have that person's cell phone number...

What is thy bidding? quit
```

Damn, and I lost the GPS tracker... anyways. You get the point.

Brian Oley

Implemented a wallet that holds a sum of money, and a "pay" verb that lets you pay other people. Also implemented health service terminals that let you restore your health, for a fee, of course.

The CSU 370 Adventure Game, version 1.0 (November 2007)

You are in curry-center

You are holding: blubbering-fool's_wallet tr3000 tr3000-plus

There is no stuff in the room

There are no other people around you

The exits are in directions: south east west

What is thy bidding? use tr3000-plus

At curry-center blubbering-fool says I fiddle with the buttons on the tr3000-plus

At curry-center blubbering-fool says the tr3000-plus has found sam at riccardo-office

At curry-center blubbering-fool says the tr3000-plus has found blackboard at wvh-108

At curry-center blubbering-fool says the tr3000-plus has found hal-9000 at wvh-computer-lab

At curry-center blubbering-fool says the tr3000-plus has found joe-junior at cs-office

At curry-center blubbering-fool says the tr3000-plus has found water-fountain at wvh-third-floor

At curry-center blubbering-fool says the tr3000-plus has found johnny-5 at prl-lab

At curry-center blubbering-fool says the tr3000-plus has found riccardo at prl-lab

At curry-center blubbering-fool says the tr3000-plus has found htdp at matthias-lair

At curry-center blubbering-fool says the tr3000-plus has found unfinished-hw-5 at matthias-lair

At curry-center blubbering-fool says the tr3000-plus has found unfinished-hw-6 at matthias-lair

At curry-center blubbering-fool says the tr3000-plus has found blubbering-fool at curry-center

At curry-center blubbering-fool says the tr3000-plus has found treadmill at marino-center

At curry-center blubbering-fool says the tr3000-plus has found healthservice-terminal at marino-center

At curry-center blubbering-fool says the tr3000-plus has found rat at au-bon-pain

At curry-center blubbering-fool says the tr3000-plus has found polyphemus at au-bon-pain

At curry-center blubbering-fool says the tr3000-plus has found lovely-trees at centennial-common

At curry-center blubbering-fool says the tr3000-plus has found suspicious-box at centennial-common

At curry-center blubbering-fool says the tr3000-plus has found unfinished-hw-3 at centennial-common

At curry-center blubbering-fool says the tr3000-plus has found cs-book at snell-library

At curry-center blubbering-fool says the tr3000-plus has found math-book at snell-library

At curry-center blubbering-fool says the tr3000-plus has found healthservice-terminal at snell-library

At curry-center blubbering-fool says the tr3000-plus has found healthservice-terminal at wvg

At curry-center blubbering-fool says the tr3000-plus has found unfinished-hw-2 at wvg

At curry-center blubbering-fool says the tr3000-plus has found unfinished-hw-4 at wvg

At curry-center blubbering-fool says the tr3000-plus has found sophie-sophomore at behrakis

At curry-center blubbering-fool says the tr3000-plus has found alec at behrakis

At curry-center blubbering-fool says the tr3000-plus has found unfinished-hw-1 at ell-hall

At curry-center blubbering-fool says the tr3000-plus has found cedric-senior at ell-hall

At curry-center blubbering-fool says the tr3000-plus has found matthias at krentzman-quad

At curry-center blubbering-fool says the tr3000-plus has found burrito at qdoba

At curry-center blubbering-fool says the tr3000-plus has found unfinished-hw-7 at qdoba

At curry-center blubbering-fool says the tr3000-plus has found bryan at qdoba

What is thy bidding? south

blubbering-fool moves from curry-center to knowles-center

The clock ticks 1

You are in knowles-center

You are holding: blubbering-fool's_wallet tr3000 tr3000-plus

There is no stuff in the room

There are no other people around you

The exits are in directions: south east north west

What is thy bidding? west

blubbering-fool moves from knowles-center to marino-center

At marino-center blubbering-fool says -- Hi polyphemus

The clock ticks 4

polyphemus moves from marino-center to speare-hall

You are in marino-center

You are holding: tr3000 tr3000-plus blubbering-fool's_wallet

You see stuff in the room: treadmill healthservice-terminal

There are no other people around you

The exits are in directions: east south north

What is thy bidding? use healthservice-terminal

At marino-center Health services can't help you this time, keep trying!

What is thy bidding? quit

Mmm... I guess I haven't gotten hurt, so the health terminal can't help me. Ah well. But a rat at au-bon-pain???

Joseph Presto

Implemented a time limit, a random teleporter usable by the player, fake homeworks (that the grader will destroy and let you know you did something wrong), as well as readable scrolls, and edible items.

```
The CSU 370 Adventure Game, version 1.0 (November 2007)
```

```
You are in ell-hall
You are holding: tr3000 telefriend10 origin-of-matthias-1
There is no stuff in the room
There are no other people around you
The exits are in directions: east west south
```

```
What is thy bidding? read origin-of-matthias-1
randall-flagg Reads origin-of-matthias-1
The legend of Matthias: Part 1
    The troll known as Matthias was not always such a horrid
    creature. He was once a bright misunderstood man who let power
    get the best of him. It all started when the great coding wars
    of 2020 started. The war waged between the mighty Java
    Wielding Power Toolers and savage PLT Schemers. Matthias was the
    primary leader of the PLT Schemers...
    Continued on Scroll12 located in davenport-b.
```

```
What is thy bidding? south
randall-flagg moves from ell-hall to davenport-b
The clock ticks 1, only 49 turns left.
```

```
You are in davenport-b
You are holding: tr3000 telefriend10 origin-of-matthias-1
You see stuff in the room: origin-of-matthias-2 unfinished-hw-9
There are no other people around you
The exits are in directions: north
```

```
What is thy bidding? take origin-of-matthias-2
At davenport-b randall-flagg says -- I take origin-of-matthias-2 from davenport-b
```

```
What is thy bidding? read origin-of-matthias-2
randall-flagg Reads origin-of-matthias-2
The legend of Matthias: Part 2
    The war that waged between the two powerhouses consisted of a
    constant power struggle to build a better surplus of weapons.
    The war was at a stalemate with no end in sight.
    Matthias started getting desperate as the ranks of PLT
    Schemers was much smaller than that of the Java Wielding
    Power Toolers. Matthias stayed up for days at a time coding
    in Scheme to try to gain an advantage in the war...
    Continued on Scroll13 located in snell.
```

```
What is thy bidding? north
randall-flagg moves from davenport-b to ell-hall
The clock ticks 2, only 48 turns left.
```

```
You are in ell-hall
You are holding: tr3000 telefriend10 origin-of-matthias-1 origin-of-matthias-2
There is no stuff in the room
There are no other people around you
The exits are in directions: east west south
```

```
What is thy bidding? east
randall-flagg moves from ell-hall to curry-center
The clock ticks 3, only 47 turns left.
```

```
You are in curry-center
You are holding: tr3000 telefriend10 origin-of-matthias-1 origin-of-matthias-2
You see stuff in the room: husky-statue
There are no other people around you
```

The exits are in directions: south east west

What is thy bidding? east
randall-flagg moves from curry-center to snell-library
The clock ticks 4, only 46 turns left.

You are in snell-library
You are holding: tr3000 telefriend10 origin-of-matthias-1 origin-of-matthias-2
You see stuff in the room: cs-book math-book origin-of-matthias-3
There are no other people around you
The exits are in directions: west east

What is thy bidding? take origin-of-matthias-3
At snell-library randall-flagg says -- I take origin-of-matthias-3 from snell-library

What is thy bidding? read origin-of-matthias-3
randall-flagg Reads origin-of-matthias-3
The legend of Matthias: Part 3

As time went on, Matthias became very frustrated as scheme offered no solutions to end this war. He became very irritable often yelling at his fellow Schemers. Matthias, exhausted from his endless hours coding, devised a special plan that would hurt not only the enemy, but also his fellow Schemers. Matthias created a virus that would destroy all computers in exhistance sending us all back to the dark ages. The other PLT Schemers felt Matthias was mentally unstable to continue being their leader. His super virus was quickly disposed of and Matthias was banished from the PLT Schemers Alliance. Bitter and confused about his banishment from the alliance, Matthias felt the hate building within... Continued on Scroll14 located in matthiaslair.

What is thy bidding? west
randall-flagg moves from snell-library to curry-center
At curry-center randall-flagg says -- Hi polyphemus
The clock ticks 5, only 45 turns left.
polyphemus moves from curry-center to knowles-center

You are in curry-center
You are holding: tr3000 telefriend10 origin-of-matthias-1 origin-of-matthias-2 origin-of-matthias-3
You see stuff in the room: husky-statue
There are no other people around you
The exits are in directions: south east west

What is thy bidding? south
randall-flagg moves from curry-center to knowles-center
At knowles-center randall-flagg says -- Hi joe-junior polyphemus
The clock ticks 6, only 44 turns left.
At knowles-center cedric-senior says -- Hi joe-junior polyphemus randall-flagg
polyphemus moves from knowles-center to marino-center

You are in knowles-center
You are holding: tr3000 telefriend10 origin-of-matthias-1 origin-of-matthias-2 origin-of-matthias-3
There is no stuff in the room
You see other people: joe-junior cedric-senior
The exits are in directions: south east north west

What is thy bidding? south
randall-flagg moves from knowles-center to wvh-first-floor
The clock ticks 7, only 43 turns left.
At wvh-first-floor matthias says -- Hi randall-flagg
At wvh-first-floor matthias takes a bite out of randall-flagg
At wvh-first-floor randall-flagg says -- Ouch! 3 hits is more than I want!
At wvh-first-floor randall-flagg says -- My health is now 0

You are in wvh-first-floor
You are holding: tr3000 telefriend10 origin-of-matthias-1 origin-of-matthias-2 origin-of-matthias-3
There is no stuff in the room
You see other people: matthias
The exits are in directions: up south west north east

```
What is thy bidding? up
randall-flagg moves from wvh-first-floor to wvh-second-floor
The clock ticks 8, only 42 turns left.

You are in wvh-second-floor
You are holding: tr3000 telefriend10 origin-of-matthias-1 origin-of-matthias-2 origin-of-matthias-3
There is no stuff in the room
There are no other people around you
The exits are in directions: up east down

What is thy bidding? up
randall-flagg moves from wvh-second-floor to wvh-third-floor
The clock ticks 9, only 41 turns left.

You are in wvh-third-floor
You are holding: tr3000 telefriend10 origin-of-matthias-1 origin-of-matthias-2 origin-of-matthias-3
You see stuff in the room: unfinished-hw-6
There are no other people around you
The exits are in directions: north south down

What is thy bidding? south
randall-flagg moves from wvh-third-floor to prl-lab
The clock ticks 10, only 40 turns left.

You are in prl-lab
You are holding: tr3000 telefriend10 origin-of-matthias-1 origin-of-matthias-2 origin-of-matthias-3
You see stuff in the room: johnny-5 unfinished-hw-1
There are no other people around you
The exits are in directions: north south

What is thy bidding? south
randall-flagg moves from prl-lab to matthias-lair
The clock ticks 11, only 39 turns left.

You are in matthias-lair
You are holding: tr3000 telefriend10 origin-of-matthias-1 origin-of-matthias-2 origin-of-matthias-3
You see stuff in the room: htdp origin-of-matthias-4
There are no other people around you
The exits are in directions: north

What is thy bidding? take origin-of-matthias-4
At matthias-lair randall-flagg says -- I take origin-of-matthias-4 from matthias-lair

What is thy bidding? read origin-of-matthias-4
randall-flagg Reads origin-of-matthias-4
The legend of Matthias: Part 4
    Matthias quickly began working on a new
    superweapon that he would use on the PLT Schemers to regain
    control. Matthias worked day and night on a telekinetic mind
    control device. Finally, after weeks of hard work, Matthias
    completed his device of endless power. Quickly Matthias
    put the device on his head and gave it try on a nearby
    rodent. However, Matthias was so confident in his coding
    abilities that he failed to test his software. A
    'RuntimeException' popped up and immediatly aborted the
    program. However, it was already too late, the damage had
    been done. The device had fried all of Matthias' higher
    levels of thought. To this day Matthias now roams Northeastern
    campus only driven by his primal instincts. Whenever Matthias
    comes into contact with another human, rage takes over and
    Matthias attacks the unsuspecting victem...

What is thy bidding? quit
```

Forget winning the game, all I wanted to read about is the origin of Matthias the troll.

Michael Quintin

Implemented computers that turn into robots when asked to complete a homework. These robots need to be beaten at Rock-Paper-Scissors allowing you to complete a homework. And how do you learn to beat a robot? Well, you find a sensei, of course, Daniel-San.

This extension gets the judge's award for best extension. Well executed, compelling, and in the grand tradition of quest adventures.

```
The CSU 370 Adventure Game, version 1.1 (December 2007)
Edited by Michael Quintin (quintin.m@neu.edu)
```

```
You are in wvh-computer-lab
You are holding: tr3000
You see stuff in the room: hal-9000
There are no other people around you
The exits are in directions: east
```

```
What is thy bidding? east
grasshopper moves from wvh-computer-lab to wvh-first-floor
The clock ticks 1
```

```
You are in wvh-first-floor
You are holding: tr3000
There is no stuff in the room
There are no other people around you
The exits are in directions: up south west north east
```

```
What is thy bidding? north
grasshopper moves from wvh-first-floor to knowles-center
At knowles-center grasshopper says -- Hi cedric-senior joe-junior
The clock ticks 2
```

```
You are in knowles-center
You are holding: tr3000
There is no stuff in the room
You see other people: cedric-senior joe-junior
The exits are in directions: south east north west
```

```
What is thy bidding? east
grasshopper moves from knowles-center to lake-hall
At lake-hall grasshopper says -- Hi matthias bryan
The clock ticks 3
matthias moves from lake-hall to knowles-center
```

```
You are in lake-hall
You are holding: tr3000
You see stuff in the room: unfinished-hw-2 unfinished-hw-5 unfinished-hw-7
You see other people: bryan
The exits are in directions: west south east
```

```
What is thy bidding? take unfinished-hw-2
At lake-hall grasshopper says -- I take unfinished-hw-2 from lake-hall
```

```
What is thy bidding? west
grasshopper moves from lake-hall to knowles-center
At knowles-center grasshopper says -- Hi cedric-senior joe-junior matthias
The clock ticks 4
At knowles-center joe-junior says -- I take unfinished-hw-3 from cedric-senior
At knowles-center cedric-senior says -- I lose unfinished-hw-3
At knowles-center cedric-senior says -- Yaaaaah! I am upset!
At knowles-center cedric-senior says -- I take unfinished-hw-3 from joe-junior
At knowles-center joe-junior says -- I lose unfinished-hw-3
At knowles-center joe-junior says -- Yaaaaah! I am upset!
matthias moves from knowles-center to curry-center
```

```
You are in knowles-center
You are holding: tr3000 unfinished-hw-2
There is no stuff in the room
You see other people: cedric-senior joe-junior
The exits are in directions: south east north west
```

```
What is thy bidding? south
grasshopper moves from knowles-center to wvh-first-floor
```

At wvh-first-floor grasshopper says -- Hi sam
The clock ticks 5
sam moves from wvh-first-floor to wvh-second-floor

You are in wvh-first-floor
You are holding: tr3000 unfinished-hw-2
There is no stuff in the room
There are no other people around you
The exits are in directions: up south west north east

What is thy bidding? west
grasshopper moves from wvh-first-floor to wvh-computer-lab
The clock ticks 6

You are in wvh-computer-lab
You are holding: tr3000 unfinished-hw-2
You see stuff in the room: hal-9000
There are no other people around you
The exits are in directions: east

What is thy bidding? use hal-9000
At wvh-computer-lab hal-9000 says -- I can't stand this tedium any more!
At wvh-computer-lab hal-9000 says -- I'm not going to work again until I meet someone who can earn my respect!
hal-9000 has transformed into a robot!
You think you hear the sound of a gong somewhere near wvh-second-floor

What is thy bidding? east
grasshopper moves from wvh-computer-lab to wvh-first-floor
The clock ticks 7
At wvh-first-floor joe-junior says -- Hi grasshopper
At wvh-first-floor the-sensei says -- Hi grasshopper joe-junior

You are in wvh-first-floor
You are holding: tr3000 unfinished-hw-2
There is no stuff in the room
You see other people: joe-junior the-sensei
The exits are in directions: up south west north east

What is thy bidding? up
grasshopper moves from wvh-first-floor to wvh-second-floor
At wvh-second-floor grasshopper says -- Hi sam riccardo alec
The clock ticks 8
alec moves from wvh-second-floor to wvh-first-floor
An earth-shattering, soul-piercing scream is heard...

You are in wvh-second-floor
You are holding: tr3000 unfinished-hw-2
There is no stuff in the room
You see other people: sam riccardo
The exits are in directions: up east down

What is thy bidding? east
grasshopper moves from wvh-second-floor to cs-office
The clock ticks 9

You are in cs-office
You are holding: tr3000 unfinished-hw-2
There is no stuff in the room
There are no other people around you
The exits are in directions: west

What is thy bidding? west
grasshopper moves from cs-office to wvh-second-floor
At wvh-second-floor grasshopper says -- Hi riccardo
The clock ticks 10
riccardo moves from wvh-second-floor to wvh-first-floor

You are in wvh-second-floor
You are holding: tr3000 unfinished-hw-2
There is no stuff in the room
There are no other people around you

The exits are in directions: up east down

What is thy bidding? use tr3000

At wvh-second-floor grasshopper says -- I see that joe-junior is in wvh-first-floor
At wvh-second-floor grasshopper says -- I see that the-sensei is in wvh-first-floor
At wvh-second-floor grasshopper says -- I see that alec is in wvh-first-floor
At wvh-second-floor grasshopper says -- I see that riccardo is in wvh-first-floor
At wvh-second-floor grasshopper says -- I see that hal-9000 is in wvh-computer-lab
At wvh-second-floor grasshopper says -- I see that grasshopper is in wvh-second-floor
At wvh-second-floor grasshopper says -- I see that sam is in wvh-third-floor
At wvh-second-floor grasshopper says -- I see that matthias is in curry-center
At wvh-second-floor grasshopper says -- I see that cedric-senior is in wvg
At wvh-second-floor grasshopper says -- I see that bryan is in knowles-center
At wvh-second-floor grasshopper says -- I see that polyphemus is in ell-hall

What is thy bidding? down

grasshopper moves from wvh-second-floor to wvh-first-floor
At wvh-first-floor grasshopper says -- Hi joe-junior the-sensei alec riccardo
The clock ticks 11
At wvh-first-floor joe-junior says -- I take tr3000 from grasshopper
At wvh-first-floor grasshopper says -- I lose tr3000
At wvh-first-floor grasshopper says -- Yaaaaah! I am upset!
At wvh-first-floor riccardo says -- I take unfinished-hw-2 from grasshopper
At wvh-first-floor grasshopper says -- I lose unfinished-hw-2
At wvh-first-floor grasshopper says -- Yaaaaah! I am upset!

You are in wvh-first-floor

You are not holding anything
There is no stuff in the room
You see other people: joe-junior the-sensei alec riccardo
The exits are in directions: up south west north east

What is thy bidding? take tr3000

At wvh-first-floor grasshopper says -- I take tr3000 from joe-junior
At wvh-first-floor joe-junior says -- I lose tr3000
At wvh-first-floor joe-junior says -- Yaaaaah! I am upset!

What is thy bidding? take unfinished-hw-2

At wvh-first-floor grasshopper says -- I take unfinished-hw-2 from riccardo
At wvh-first-floor riccardo says -- I lose unfinished-hw-2
At wvh-first-floor riccardo says -- Yaaaaah! I am upset!

What is thy bidding? ask the-sensei

At wvh-first-floor the-sensei says -- So, you want to learn to defeat many opponents, eh, Grasshopper? I can teach you the secrets of Roshambo. But first, you must bring me a book written by the troll named Matthias.

What is thy bidding? up

grasshopper moves from wvh-first-floor to wvh-second-floor
The clock ticks 12

You are in wvh-second-floor

You are holding: tr3000 unfinished-hw-2
There is no stuff in the room
There are no other people around you
The exits are in directions: up east down

What is thy bidding? up

grasshopper moves from wvh-second-floor to wvh-third-floor
The clock ticks 13

You are in wvh-third-floor

You are holding: tr3000 unfinished-hw-2
There is no stuff in the room
There are no other people around you
The exits are in directions: north south down

What is thy bidding? south

grasshopper moves from wvh-third-floor to prl-lab
At prl-lab grasshopper says -- Hi sam

The clock ticks 14

You are in prl-lab
You are holding: tr3000 unfinished-hw-2
You see stuff in the room: johnny-5
You see other people: sam
The exits are in directions: north south

What is thy bidding? south
grasshopper moves from prl-lab to matthias-lair
The clock ticks 15

You are in matthias-lair
You are holding: tr3000 unfinished-hw-2
You see stuff in the room: htdp
There are no other people around you
The exits are in directions: north

What is thy bidding? take htdp
At matthias-lair grasshopper says -- I take htdp from matthias-lair

What is thy bidding? use tr3000
At matthias-lair grasshopper says -- I see that riccardo is in wvh-first-floor
At matthias-lair grasshopper says -- I see that joe-junior is in wvh-first-floor
At matthias-lair grasshopper says -- I see that hal-9000 is in wvh-computer-lab
At matthias-lair grasshopper says -- I see that the-sensei is in wvh-computer-lab
At matthias-lair grasshopper says -- I see that cedric-senior is in wvh-second-floor
At matthias-lair grasshopper says -- I see that alec is in wvh-third-floor
At matthias-lair grasshopper says -- I see that sam is in prl-lab
At matthias-lair grasshopper says -- I see that grasshopper is in matthias-lair
At matthias-lair grasshopper says -- I see that matthias is in curry-center
At matthias-lair grasshopper says -- I see that bryan is in knowles-center
At matthias-lair grasshopper says -- I see that polyphemus is in krentzman-quad

What is thy bidding? north
grasshopper moves from matthias-lair to prl-lab
At prl-lab grasshopper says -- Hi sam
The clock ticks 16

You are in prl-lab
You are holding: tr3000 unfinished-hw-2 htdp
You see stuff in the room: johnny-5
You see other people: sam
The exits are in directions: north south

What is thy bidding? north
grasshopper moves from prl-lab to wvh-third-floor
At wvh-third-floor grasshopper says -- Hi alec
The clock ticks 17
An earth-shattering, soul-piercing scream is heard...

You are in wvh-third-floor
You are holding: tr3000 unfinished-hw-2 htdp
There is no stuff in the room
You see other people: alec
The exits are in directions: north south down

What is thy bidding? down
grasshopper moves from wvh-third-floor to wvh-second-floor
The clock ticks 18
At wvh-second-floor joe-junior says -- Hi grasshopper

You are in wvh-second-floor
You are holding: tr3000 unfinished-hw-2 htdp
There is no stuff in the room
You see other people: joe-junior
The exits are in directions: up east down

What is thy bidding? down
grasshopper moves from wvh-second-floor to wvh-first-floor
At wvh-first-floor grasshopper says -- Hi riccardo the-sensei

The clock ticks 19

riccardo moves from wvh-first-floor to knowles-center

At wvh-first-floor the-sensei says -- I take tr3000 from grasshopper

At wvh-first-floor grasshopper says -- I lose tr3000

At wvh-first-floor grasshopper says -- Yaaaaah! I am upset!

You are in wvh-first-floor

You are holding: unfinished-hw-2 htdp

There is no stuff in the room

You see other people: the-sensei

The exits are in directions: up south west north east

What is thy bidding? take tr3000

At wvh-first-floor grasshopper says -- I take tr3000 from the-sensei

At wvh-first-floor the-sensei says -- I lose tr3000

At wvh-first-floor the-sensei says -- Yaaaaah! I am upset!

What is thy bidding? give htdp the-sensei

At wvh-first-floor grasshopper says -- I drop htdp at wvh-first-floor

At wvh-first-floor rips a page out of the book and hands it to you

At wvh-first-floor the-sensei says -- I grant you the power of Paper. ROSHAMBO with this in hand to confound your opponent with superior code!

You can now use the ROSHAMBO OBJECT TARGET verb!

At wvh-first-floor the-sensei says -- Now, go find your spirit animal and bring it to me.

What is thy bidding? north

grasshopper moves from wvh-first-floor to knowles-center

At knowles-center grasshopper says -- Hi riccardo

The clock ticks 20

At knowles-center riccardo says -- I take unfinished-hw-2 from grasshopper

At knowles-center grasshopper says -- I lose unfinished-hw-2

At knowles-center grasshopper says -- Yaaaaah! I am upset!

You are in knowles-center

You are holding: tr3000 paper

There is no stuff in the room

You see other people: riccardo

The exits are in directions: south east north west

What is thy bidding? take unfinished-hw-2

At knowles-center grasshopper says -- I take unfinished-hw-2 from riccardo

At knowles-center riccardo says -- I lose unfinished-hw-2

At knowles-center riccardo says -- Yaaaaah! I am upset!

What is thy bidding? north

grasshopper moves from knowles-center to curry-center

The clock ticks 21

You are in curry-center

You are holding: tr3000 paper unfinished-hw-2

There is no stuff in the room

There are no other people around you

The exits are in directions: south east west

What is thy bidding? west

grasshopper moves from curry-center to ell-hall

The clock ticks 22

You are in ell-hall

You are holding: tr3000 paper unfinished-hw-2

You see stuff in the room: husky-statue husky

There are no other people around you

The exits are in directions: east west

What is thy bidding? take husky

At ell-hall grasshopper says -- I take husky from ell-hall

What is thy bidding? use tr3000

At ell-hall grasshopper says -- I see that the-sensei is in wvh-108

At ell-hall grasshopper says -- I see that joe-junior is in wvh-first-floor

At ell-hall grasshopper says -- I see that hal-9000 is in wvh-computer-lab

At ell-hall grasshopper says -- I see that sam is in vvh-second-floor
At ell-hall grasshopper says -- I see that alec is in prl-lab
At ell-hall grasshopper says -- I see that cedric-senior is in prl-lab
At ell-hall grasshopper says -- I see that bryan is in marino-center
At ell-hall grasshopper says -- I see that matthias is in marino-center
At ell-hall grasshopper says -- I see that riccardo is in wvg
At ell-hall grasshopper says -- I see that grasshopper is in ell-hall

What is thy bidding?east
grasshopper moves from ell-hall to curry-center
The clock ticks 23

You are in curry-center
You are holding: tr3000 paper unfinished-hw-2 husky
There is no stuff in the room
There are no other people around you
The exits are in directions: south east west

What is thy bidding? south
grasshopper moves from curry-center to knowles-center
The clock ticks 24

You are in knowles-center
You are holding: tr3000 paper unfinished-hw-2 husky
There is no stuff in the room
There are no other people around you
The exits are in directions: south east north west

What is thy bidding? south
grasshopper moves from knowles-center to vvh-first-floor
At vvh-first-floor grasshopper says -- Hi the-sensei sam
The clock ticks 25
sam moves from vvh-first-floor to vvh-second-floor

You are in vvh-first-floor
You are holding: tr3000 paper unfinished-hw-2 husky
You see stuff in the room: htdp
You see other people: the-sensei
The exits are in directions: up south west north east

What is thy bidding? give husky the-sensei
At vvh-first-floor grasshopper says -- I drop husky at vvh-first-floor
At vvh-first-floor the-sensei says -- Very good, Grashopper. I grant you the power of Rock.
Wield it to ROSHAMBO your opponents fiercely over the head!
At vvh-first-floor the-sensei says -- I'm hungry. Go find me a sandwich.

What is thy bidding? north
grasshopper moves from vvh-first-floor to knowles-center
The clock ticks 26

You are in knowles-center
You are holding: tr3000 paper unfinished-hw-2 rock
There is no stuff in the room
There are no other people around you
The exits are in directions: south east north west

What is thy bidding? west
grasshopper moves from knowles-center to marino-center
At marino-center grasshopper says -- Hi bryan
The clock ticks 27
At marino-center matthias says -- Hi bryan grasshopper
At marino-center matthias takes a bite out of grasshopper
At marino-center grasshopper says -- Ouch! 1 hits is more than I want!
At marino-center grasshopper says -- My health is now 2

You are in marino-center
You are holding: tr3000 paper unfinished-hw-2 rock
You see stuff in the room: rock-wall
You see other people: bryan matthias
The exits are in directions: east south north

What is thy bidding? south
grasshopper moves from marino-center to au-bon-pain
The clock ticks 28

You are in au-bon-pain
You are holding: tr3000 paper unfinished-hw-2 rock
There is no stuff in the room
There are no other people around you
The exits are in directions: south north

What is thy bidding? south
grasshopper moves from au-bon-pain to chicken-lous
The clock ticks 29

You are in chicken-lous
You are holding: tr3000 paper unfinished-hw-2 rock
You see stuff in the room: tko
There are no other people around you
The exits are in directions: north

What is thy bidding? take tko
At chicken-lous grasshopper says -- I take tko from chicken-lous

What is thy bidding? north
grasshopper moves from chicken-lous to au-bon-pain
The clock ticks 30

You are in au-bon-pain
You are holding: tr3000 paper unfinished-hw-2 rock tko
There is no stuff in the room
There are no other people around you
The exits are in directions: south north

What is thy bidding? north
grasshopper moves from au-bon-pain to marino-center
At marino-center grasshopper says -- Hi matthias
The clock ticks 31
matthias moves from marino-center to speare-hall

You are in marino-center
You are holding: tr3000 paper unfinished-hw-2 rock tko
You see stuff in the room: rock-wall
There are no other people around you
The exits are in directions: east south north

What is thy bidding? east
grasshopper moves from marino-center to knowles-center
The clock ticks 32

You are in knowles-center
You are holding: tr3000 paper unfinished-hw-2 rock tko
There is no stuff in the room
There are no other people around you
The exits are in directions: south east north west

What is thy bidding? south
grasshopper moves from knowles-center to wvh-first-floor
At wvh-first-floor grasshopper says -- Hi the-sensei
The clock ticks 33
At wvh-first-floor alec says -- Hi the-sensei grasshopper
the-sensei moves from wvh-first-floor to wvh-computer-lab

You are in wvh-first-floor
You are holding: tr3000 paper unfinished-hw-2 rock tko
There is no stuff in the room
You see other people: alec
The exits are in directions: up south west north east

What is thy bidding? west
grasshopper moves from wvh-first-floor to wvh-computer-lab
At wvh-computer-lab grasshopper says -- Hi hal-9000 the-sensei

The clock ticks 34

You are in vvh-computer-lab
You are holding: tr3000 paper unfinished-hw-2 rock tko
There is no stuff in the room
You see other people: hal-9000 the-sensei
The exits are in directions: east

What is thy bidding? give tko the-sensei
At vvh-computer-lab grasshopper says -- I drop tko at vvh-computer-lab
At vvh-computer-lab the-sensei says -- Excellent, Grasshopper! I grant you the power of Scissors. Use it to cut your own niche in this world.
At vvh-computer-lab the-sensei says -- There is nothing more I can teach you. Go forth, and defeat many robots.

What is thy bidding? roshambo rock hal-9000
grasshopper Roshambos with the power of ROCK!
hal-9000 Roshambos with the power of ROCK!
At vvh-computer-lab hal-9000 says -- A tie?! You got lucky
At vvh-computer-lab hal-9000 says -- The score remains 0 to 0

What is thy bidding? roshambo paper hal-9000
grasshopper Roshambos with the power of PAPER!
hal-9000 Roshambos with the power of PAPER!
At vvh-computer-lab hal-9000 says -- A tie?! You got lucky
At vvh-computer-lab hal-9000 says -- The score remains 0 to 0

What is thy bidding? roshambo scissors hal-9000
grasshopper Roshambos with the power of SCISSORS!
hal-9000 Roshambos with the power of SCISSORS!
At vvh-computer-lab hal-9000 says -- A tie?! You got lucky
At vvh-computer-lab hal-9000 says -- The score remains 0 to 0

What is thy bidding? roshambo rock hal-9000
grasshopper Roshambos with the power of ROCK!
hal-9000 Roshambos with the power of PAPER!
At vvh-computer-lab hal-9000 says -- Ha! I win and the score is now 1 to 0

What is thy bidding? roshambo rock hal-9000
grasshopper Roshambos with the power of ROCK!
hal-9000 Roshambos with the power of PAPER!
At vvh-computer-lab hal-9000 says -- Ha! I win and the score is now 2 to 0
At vvh-computer-lab hal-9000 says -- Ha! I laugh at your pitiful meat-skills!
At vvh-computer-lab hal-9000 says -- I have won this round, puny human!

What is thy bidding? roshambo scissors hal-9000
grasshopper Roshambos with the power of SCISSORS!
hal-9000 Roshambos with the power of SCISSORS!
At vvh-computer-lab hal-9000 says -- A tie?! You got lucky
At vvh-computer-lab hal-9000 says -- The score remains 0 to 0

What is thy bidding? roshambo rock hal-9000
grasshopper Roshambos with the power of ROCK!
hal-9000 Roshambos with the power of ROCK!
At vvh-computer-lab hal-9000 says -- A tie?! You got lucky
At vvh-computer-lab hal-9000 says -- The score remains 0 to 0

What is thy bidding? roshambo scissors hal-9000
grasshopper Roshambos with the power of SCISSORS!
hal-9000 Roshambos with the power of SCISSORS!
At vvh-computer-lab hal-9000 says -- A tie?! You got lucky
At vvh-computer-lab hal-9000 says -- The score remains 0 to 0

What is thy bidding? roshambo rock hal-9000
grasshopper Roshambos with the power of ROCK!
hal-9000 Roshambos with the power of PAPER!
At vvh-computer-lab hal-9000 says -- Ha! I win and the score is now 1 to 0

What is thy bidding? roshambo scissors hal-9000
grasshopper Roshambos with the power of SCISSORS!
hal-9000 Roshambos with the power of SCISSORS!
At vvh-computer-lab hal-9000 says -- A tie?! You got lucky

```
At vvh-computer-lab hal-9000 says -- The score remains 1 to 0

What is thy bidding? roshambo rock hal-9000
grasshopper Roshambos with the power of ROCK!
hal-9000 Roshambos with the power of PAPER!
At vvh-computer-lab hal-9000 says -- Ha! I win and the score is now 2 to 0
At vvh-computer-lab hal-9000 says -- Ha! I laugh at your pitiful meat-skills!
At vvh-computer-lab hal-9000 says -- I have won this round, puny human!

What is thy bidding? roshambo rock hal-9000
grasshopper Roshambos with the power of ROCK!
hal-9000 Roshambos with the power of SCISSORS!
At vvh-computer-lab hal-9000 says -- What? Your move was illogical!
At vvh-computer-lab hal-9000 says -- The score is now 0 to 1

What is thy bidding? roshambo rock hal-9000
grasshopper Roshambos with the power of ROCK!
hal-9000 Roshambos with the power of PAPER!
At vvh-computer-lab hal-9000 says -- Ha! I win and the score is now 1 to 1

What is thy bidding? roshambo scissors hal-9000
grasshopper Roshambos with the power of SCISSORS!
hal-9000 Roshambos with the power of PAPER!
At vvh-computer-lab hal-9000 says -- What? Your move was illogical!
At vvh-computer-lab hal-9000 says -- The score is now 1 to 2
At vvh-computer-lab hal-9000 says -- How could my flawless logic lose to your inferior meat brain?
At vvh-computer-lab hal-9000 says -- I concede defeat, human. I will do your homework

What is thy bidding? use hal-9000
At vvh-computer-lab grasshopper says -- Okay, time to finish unfinished-hw-2

What is thy bidding? quit
```

Mike Razzano

Implemented a teleporter.

Pat Ruppel and Matt Matturro

Implemented an extensive D&D-style combat system, where every person has strength, dexterity, and constitution. An "inspect" verb lets you see the stats of other people. These stats can be increased by using the exercise room, by eating, or by resting. Combat is initiated by fighting a person.

The CSU 370 Adventure Game, version 1.0 (November 2007)

You are in marino-center
You are holding: tr3000
You see stuff in the room: exercise-room
You see other people: joe-junior
The exits are in directions: east south north

What is thy bidding? inspect joe-junior
At marino-center joe-junior says -- My health is 5
At marino-center joe-junior says -- My str is 2
At marino-center joe-junior says -- My dex is 2
At marino-center joe-junior says -- My con is 2
At marino-center joe-junior says -- I am carrying: nothing.

What is thy bidding? inspect blubbering-fool
At marino-center blubbering-fool says -- My health is 4
At marino-center blubbering-fool says -- My str is 3
At marino-center blubbering-fool says -- My dex is 1
At marino-center blubbering-fool says -- My con is 1
At marino-center blubbering-fool says -- I am carrying: tr3000,

What is thy bidding? fight joe-junior
blubbering-fool has 4 health.
joe-junior has 5 health.
joe-junior suffers 3 damage.
joe-junior has 2 health
blubbering-fool suffers 2 damage.
blubbering-fool has 2 health
joe-junior suffers 3 damage.
joe-junior has -1 health
blubbering-fool suffers 2 damage.
blubbering-fool has 0 health
At marino-center blubbering-fool says -- My health is now at: 0
At marino-center joe-junior says -- SHREEEEEEK! I, uh, suddenly feel very faint...
An earth-shattering, soul-piercing scream is heard...

What is thy bidding? quit

Ha! Hole in one!

Anthony Scherba

Implemented a health package that restores health, some "Iron Fists" that, when activated, prevent you from losing anything you are carrying. and diseases, which randomly afflict people in the same room.

The CSU 370 Adventure Game, version 1.0 (November 2007)

You are in krentzman-quad
You are holding: tr3000
There is no stuff in the room
There are no other people around you
The exits are in directions: south north west

What is thy bidding? south
blubbering-fool moves from krentzman-quad to ell-hall
At ell-hall blubbering-fool says -- Hi the-gout
The clock ticks 1
At ell-hall polyphemus says -- Hi the-gout blubbering-fool
At ell-hall the-gout afflicts polyphemus
At ell-hall polyphemus says -- Ouch! 3 hits is more than I want!
At ell-hall polyphemus says -- My health is now 0

You are in ell-hall
You are holding: tr3000
You see stuff in the room: unfinished-hw-6
You see other people: the-gout polyphemus

The exits are in directions: south north

What is thy bidding? south

blubbering-fool moves from ell-hall to curry-center

The clock ticks 2

At curry-center polyphemus says -- Hi blubbering-fool

You are in curry-center

You are holding: tr3000

You see stuff in the room: unfinished-hw-4

You see other people: polyphemus

The exits are in directions: west north

What is thy bidding? west

blubbering-fool moves from curry-center to snell-library

The clock ticks 3

An earth-shattering, soul-piercing scream is heard...

At snell-library malaria says -- Hi blubbering-fool

At snell-library malaria afflicts blubbering-fool

At snell-library blubbering-fool says -- Ouch! 2 hits is more than I want!

At snell-library blubbering-fool says -- My health is now 1

You are in snell-library

You are holding: tr3000

You see stuff in the room: cs-book math-book

You see other people: malaria

The exits are in directions: east west south

What is thy bidding? west

blubbering-fool moves from snell-library to centennial-common

The clock ticks 4

At centennial-common sophie-sophomore says -- Hi blubbering-fool

At centennial-common sophie-sophomore says -- I try but cannot take lovely-trees

You are in centennial-common

You are holding: tr3000

You see stuff in the room: lovely-trees frisbee

You see other people: sophie-sophomore

The exits are in directions: west east north

What is thy bidding? west

blubbering-fool moves from centennial-common to behrakis

The clock ticks 5

You are in behrakis

You are holding: tr3000

There is no stuff in the room

There are no other people around you

The exits are in directions: north east

What is thy bidding? east

blubbering-fool moves from behrakis to centennial-common

At centennial-common blubbering-fool says -- Hi sophie-sophomore

The clock ticks 6

At centennial-common blubbering-fool says -- I lose tr3000

At centennial-common blubbering-fool says -- Yaaaaah! I am upset!

At centennial-common sophie-sophomore says -- I take tr3000 from blubbering-fool

At centennial-common malaria says -- Hi sophie-sophomore blubbering-fool

At centennial-common malaria afflicts sophie-sophomore

At centennial-common sophie-sophomore says -- Ouch! 2 hits is more than I want!

At centennial-common sophie-sophomore says -- My health is now 1

You are in centennial-common

You are not holding anything

You see stuff in the room: lovely-trees

You see other people: sophie-sophomore malaria

The exits are in directions: west east north

What is thy bidding? north

blubbering-fool moves from centennial-common to shillman-hall

The clock ticks 7

```
At shillman-hall malaria says -- Hi blubbering-fool
At shillman-hall malaria afflicts blubbering-fool
At shillman-hall blubbering-fool says -- Ouch! 3 hits is more than I want!
At shillman-hall blubbering-fool says -- I am slain!
An earth-shattering, soul-piercing scream is heard...
(I am afraid this game is over for you)
```

Slain by malaria while looking for the Iron Fists. There's a morale in there somewhere...

Lauren Siegert and Matt Kohn

Got tired of how difficult the original game was, and implemented several cheats, in the form of verbs: "giveme", to just magically get your hands on an artifact from anywhere in the world, "teleport", to magically go somewhere, and "call", to magically get someone to move to your location.

```
The CSU 370 Adventure Game, version 1.0 (November 2007)
```

```
You are in behrakis
You are holding: tr3000
There is no stuff in the room
There are no other people around you
The exits are in directions: west north
```

```
What is thy bidding? teleport wvh-first-floor
The clock ticks 1
```

```
You are in wvh-first-floor
You are holding: tr3000
There is no stuff in the room
There are no other people around you
The exits are in directions: up south west north east down
```

```
What is thy bidding? giveme unfinished-hw-1
The clock ticks 2
```

```
You are in wvh-first-floor
You are holding: tr3000
You see stuff in the room: unfinished-hw-1
There are no other people around you
The exits are in directions: up south west north east down
```

```
What is thy bidding? take unfinished-hw-1
At wvh-first-floor blubbering-fool says -- I take unfinished-hw-1 from wvh-first-floor
```

```
What is thy bidding? west
blubbering-fool moves from wvh-first-floor to wvh-computer-lab
The clock ticks 3
```

```
You are in wvh-computer-lab
You are holding: tr3000 unfinished-hw-1
You see stuff in the room: hal-9000
There are no other people around you
The exits are in directions: east
```

```
What is thy bidding? use hal-9000
At wvh-computer-lab blubbering-fool says -- Okay, time to finish unfinished-hw-1
```

```
What is thy bidding? take completed-hw-1
At wvh-computer-lab blubbering-fool says -- I take completed-hw-1 from wvh-computer-lab
```

```
What is thy bidding? call alec
The clock ticks 4
At wvh-computer-lab alec says -- I try but cannot take tr3000
```

```
You are in wvh-computer-lab
You are holding: tr3000 completed-hw-1
You see stuff in the room: hal-9000
You see other people: alec
The exits are in directions: east
```

```
What is thy bidding? give completed-hw-1 alec
At wvh-computer-lab blubbering-fool says -- I drop completed-hw-1 at wvh-computer-lab
At wvh-computer-lab alec says -- I take completed-hw-1 from wvh-computer-lab

What is thy bidding? ask alec
At wvh-computer-lab alec says -- Let?is see. What?is this? An infinite loop? Mmmm...
alec finishes grading hw-1

What is thy bidding? take graded-hw-1
At wvh-computer-lab blubbering-fool says -- I take graded-hw-1 from wvh-computer-lab

What is thy bidding? call riccardo
The clock ticks 5
alec moves from wvh-computer-lab to wvh-first-floor
At wvh-computer-lab riccardo says -- I try but cannot take tr3000

You are in wvh-computer-lab
You are holding: tr3000 graded-hw-1
You see stuff in the room: hal-9000
You see other people: riccardo
The exits are in directions: east

What is thy bidding? give graded-hw-1 riccardo
At wvh-computer-lab blubbering-fool says -- I drop graded-hw-1 at wvh-computer-lab
At wvh-computer-lab riccardo says -- I take graded-hw-1 from wvh-computer-lab

What is thy bidding? ask riccardo
At wvh-computer-lab riccardo says -- Look at that, someone at least will pass this course!
At wvh-computer-lab riccardo says -- Congratulations!
```

That was easy. Then again, kinda the point.

Ben Simms

Implemented hunger. As the clock ticks, you get hungrier. If you do not eat, you eventually die. To eat, you need to "ask" a waiter. Some of them require a husky card to serve you.

The CSU 370 Adventure Game, version 1.0 (November 2007)
Hint: As you travel through the world you hunger level will decrease.
You must find Waiters in order to replenish you hunger level before it reaches zero

You are in knowles-center
You are holding: tr3000
You see stuff in the room: husky-card
There are no other people around you
The exits are in directions: south east north west
Hunger Level: 30

What is thy bidding? take husky-card
At knowles-center blubbering-fool says -- I take husky-card from knowles-center

What is thy bidding? west
blubbering-fool moves from knowles-center to marino-center
The clock ticks 1

You are in marino-center
You are holding: tr3000 husky-card
There is no stuff in the room
There are no other people around you
The exits are in directions: east south north
Hunger Level: 29

What is thy bidding? south
blubbering-fool moves from marino-center to au-bon-pain
At au-bon-pain blubbering-fool says -- Hi waitress
The clock ticks 2

You are in au-bon-pain
You are holding: tr3000 husky-card
There is no stuff in the room
You see other people: waitress
The exits are in directions: north
Hunger Level: 28

What is thy bidding? ask waitress
At au-bon-pain waitress says -- Here is a little snack to tide you over!

What is thy bidding? north
blubbering-fool moves from au-bon-pain to marino-center
The clock ticks 3
At marino-center cedric-senior says -- Hi blubbering-fool
At marino-center cedric-senior says -- I take tr3000 from blubbering-fool
At marino-center blubbering-fool says -- I lose tr3000
At marino-center blubbering-fool says -- Yaaaaah! I am upset!

You are in marino-center
You are holding: husky-card
There is no stuff in the room
You see other people: cedric-senior
The exits are in directions: east south north
Hunger Level: 37

What is thy bidding? quit

Iva Sipovik

Implemented wizards that can magically create complete homeworks.

The CSU 370 Adventure Game, final version (December 2007)

You are in au-bon-pain
You are holding: tr3000
You see stuff in the room: unfinished-hw-12
There are no other people around you
The exits are in directions: north

What is thy bidding? north
blubbering-fool moves from au-bon-pain to marino-center
The clock ticks 1

You are in marino-center
You are holding: tr3000
There is no stuff in the room
There are no other people around you
The exits are in directions: east south north

What is thy bidding? east
blubbering-fool moves from marino-center to knowles-center
At knowles-center blubbering-fool says -- Hi mcgonagall
The clock ticks 2
At knowles-center alec says -- Hi mcgonagall blubbering-fool
At knowles-center alec says -- I take tr3000 from blubbering-fool
At knowles-center blubbering-fool says -- I lose tr3000
At knowles-center blubbering-fool says -- Yaaaaah! I am upset!
At knowles-center mcgonagall says -- I take tr3000 from alec
At knowles-center alec says -- I lose tr3000
At knowles-center alec says -- Yaaaaah! I am upset!
An earth-shattering, soul-piercing scream is heard...

You are in knowles-center
You are not holding anything
There is no stuff in the room
You see other people: mcgonagall alec
The exits are in directions: south east north west

What is thy bidding? ask mcgonagall
At knowles-center mcgonagall says -- Let's create some completed homeworks...

What is thy bidding? look
You are in knowles-center
You are not holding anything
You see stuff in the room: completed-hw-magic
You see other people: mcgonagall alec
The exits are in directions: south east north west

What is thy bidding? take completed-hw-magic
At knowles-center blubbering-fool says -- I take completed-hw-magic from knowles-center

What is thy bidding? give completed-hw-magic alec
At knowles-center blubbering-fool says -- I drop completed-hw-magic at knowles-center
At knowles-center alec says -- I take completed-hw-magic from knowles-center

What is thy bidding? ask alec
At knowles-center alec says -- Let's check homeworks...
At knowles-center alec says -- Homework: completed-hw-magicis completed...

What is thy bidding? look
You are in knowles-center
You are not holding anything
You see stuff in the room: graded-completed-hw-magic
You see other people: mcgonagall alec
The exits are in directions: south east north west

What is thy bidding? take graded-completed-hw-magic
At knowles-center blubbering-fool says -- I take graded-completed-hw-magic from knowles-center

What is thy bidding? quit

Bryson Steadman

Implemented portals that lets you teleport between two locations in the game, and a copy of the game World of Warcraft, a highly addictive one at that.

```
The CSU 370 Adventure Game, version 1.0 (November 2007)
```

```
You are in au-bon-pain
You are holding: tr3000 portal-device world-of-warcraft
You see stuff in the room: unfinished-hw-3
There are no other people around you
The exits are in directions: north
```

```
What is thy bidding? use portal-device
At au-bon-pain articulating-academic says -- I have created a portal in this room!
```

```
What is thy bidding? look
You are in au-bon-pain
You are holding: tr3000 portal-device world-of-warcraft
You see stuff in the room: unfinished-hw-3 theportal
There are no other people around you
The exits are in directions: north
```

```
What is thy bidding? use portal-device
At au-bon-pain articulating-academic says -- I have teleported to au-bon-pain!!
At au-bon-pain articulating-academic says -- The portal seems to have closed behind me...
```

```
You are in au-bon-pain
You are holding: tr3000 portal-device world-of-warcraft
You see stuff in the room: unfinished-hw-3
There are no other people around you
The exits are in directions: north
```

```
What is thy bidding? use portal-device
At au-bon-pain articulating-academic says -- I have created a portal in this room!
```

```
What is thy bidding? use portal-device
At au-bon-pain articulating-academic says -- I have teleported to au-bon-pain!!
At au-bon-pain articulating-academic says -- The portal seems to have closed behind me...
```

```
You are in au-bon-pain
You are holding: tr3000 portal-device world-of-warcraft
You see stuff in the room: unfinished-hw-3
There are no other people around you
The exits are in directions: north
```

```
What is thy bidding? use world-of-warcraft
At au-bon-pain articulating-academic says -- I should log out of WoW and do work now...
```

```
The clock ticks 1
At au-bon-pain articulating-academic says -- I should log out of WoW and do work now...
```

```
The clock ticks 2
At au-bon-pain articulating-academic says -- I should log out of WoW and do work now...
```

```
The clock ticks 3
At au-bon-pain articulating-academic says -- I should log out of WoW and do work now...
```

```
The clock ticks 4
At au-bon-pain articulating-academic says -- I should log out of WoW and do work now...
```

```
The clock ticks 5
At au-bon-pain articulating-academic says -- I should log out of WoW and do work now...
```

```
The clock ticks 6
At au-bon-pain articulating-academic says -- I should log out of WoW and do work now...
```

And on and on and on.

Will Vinton

Implemented a portal. Said portal, when used, teleports the player to the location of one of the graders.

```
The CSU 370 Adventure Game, version 1.0 (November 2007)

You are in au-bon-pain
You are holding: tr3000 completed-hw-8
There is no stuff in the room
There are no other people around you
The exits are in directions: north

What is thy bidding? north
blubbering-fool moves from au-bon-pain to marino-center
At marino-center blubbering-fool says -- Hi alec
The clock ticks 1
At marino-center alec says -- I take tr3000 from blubbering-fool
At marino-center blubbering-fool says -- I lose tr3000
At marino-center blubbering-fool says -- Yaaaaah! I am upset!

You are in marino-center
You are holding: completed-hw-8
There is no stuff in the room
You see other people: alec
The exits are in directions: east south north

What is thy bidding? east
blubbering-fool moves from marino-center to knowles-center
The clock ticks 2

You are in knowles-center
You are holding: completed-hw-8
There is no stuff in the room
There are no other people around you
The exits are in directions: south east north west

What is thy bidding? south
blubbering-fool moves from knowles-center to wvh-first-floor
At wvh-first-floor blubbering-fool says -- Hi cedric-senior riccardo
The clock ticks 3
At wvh-first-floor joe-junior says -- Hi cedric-senior riccardo blubbering-fool
At wvh-first-floor joe-junior says -- I take completed-hw-8 from blubbering-fool
At wvh-first-floor blubbering-fool says -- I lose completed-hw-8
At wvh-first-floor blubbering-fool says -- Yaaaaah! I am upset!
At wvh-first-floor cedric-senior says -- I take completed-hw-8 from joe-junior
At wvh-first-floor joe-junior says -- I lose completed-hw-8
At wvh-first-floor joe-junior says -- Yaaaaah! I am upset!
riccardo moves from wvh-first-floor to wvg

You are in wvh-first-floor
You are not holding anything
You see stuff in the room: chair
You see other people: cedric-senior joe-junior
The exits are in directions: up south west north east

What is thy bidding? east
blubbering-fool moves from wvh-first-floor to wvg
At wvg blubbering-fool says -- Hi riccardo
The clock ticks 6
riccardo moves from wvg to behrakis

You are in wvg
You are not holding anything
There is no stuff in the room
There are no other people around you
The exits are in directions: north east west south

What is thy bidding? south
blubbering-fool moves from wvg to wvb
```

The clock ticks 7

You are in wvb
You are not holding anything
You see stuff in the room: macbook jazz-book 100dollars
There are no other people around you
The exits are in directions: west north south

What is thy bidding? south
blubbering-fool moves from wvb to wvc
The clock ticks 8

You are in wvc
You are not holding anything
You see stuff in the room: magicmove
There are no other people around you
The exits are in directions: north

What is thy bidding? take magicmove
At wvc blubbering-fool says -- I take magicmove from wvc

What is thy bidding? use magicmove

What is thy bidding? look
You are in wvh-second-floor
You are not holding anything
There is no stuff in the room
You see other people: bryan
The exits are in directions: up east down

What is thy bidding? quit