



A Comicon is a multi-genre entertainment and comic convention held annually. The first was held in San Diego in 1970. All sorts of people attend: comic book people, gamers, vampire fans, sci-fi fans, anime fans, steampunks, and many other fandom groups.

However, comicons have one common problem. As an on-line blogger wrote: “A lot of Comic-Con is standing in lines. Lines to get into the convention center. Lines to get into panel rooms. Lines to get free posters. Lines to buy stale pretzels. Lines to get things signed. Lines to get the shuttle back to the hotel (that is six blocks away). Lines that intersect in such complicated ways that there’s a whole system of hallway crossings. Once, when I was trying to get into a Mystery Science Theater 3000 panel, security guards capped the official line — so then there was a line to get in line.”¹



The Toronto Executive Director and Founder, Aman Gupta and the Show Director Andrew Moyes² have discussed this problem with the executive organizers. The Toronto Comicon organizers want to handle the line problem by offering free games for its attendees to play while they are standing in line. However, WiFi is expensive so Comicon has decided that they want to release text-based games for their attendees.

The games will have no online component, but they should have a traditional role-playing game structure (RPG). A role-playing game (RPG) is a game in which players assume the roles of characters in a fictional setting.

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You have just entered the machine and you can already feel the effects
of its damp atmosphere. You hear a noise, so you quickly hide behind a
box and wait for the noise to go away. It comes closer, and closer, you
peek out and see that it is a large creature, taller than you and much
heavier, you decide not to move and you wait for it to go away, but it
it keeps coming closer and you decide that it is now or never. You jump
out and tackle the creature, and it doesnt budge, it is about to pick you
up, but you grab your pocket knife and stab it in the stomach.

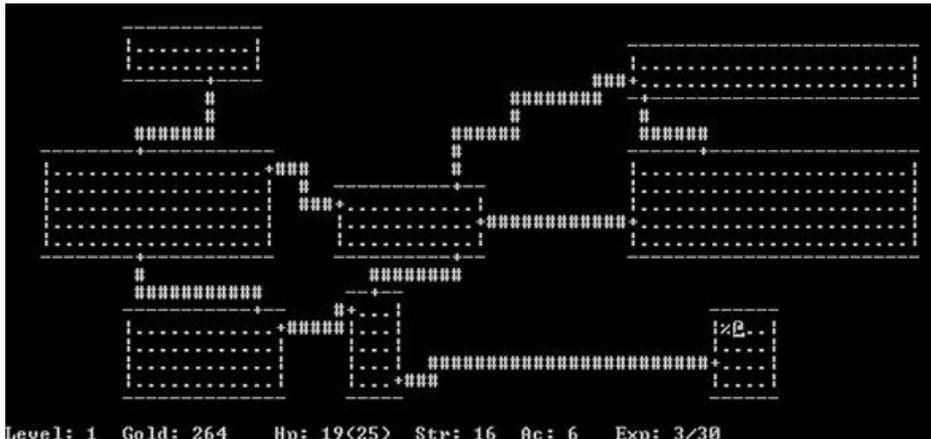
What do you do? Your health is 98
a. Go through the creature's belongings and look for something useful.
b. Keep going and try not to get caught.
b
You hurry ahead disregarding the dead creature. You enter a long corridor,
and you can't really tell where you are going. It is dimly lit, but you
bump into something and you hear some noises. Next thing you know you
are being attacked by two more of those large creatures. You use your
pocket knife again to stab one of them, then you grab its
weapon and take out the other. You now have the alien blade

To be continued...
Life: 93x50 = 4650
Kills: 3x150 = 450
Final Score: 5100
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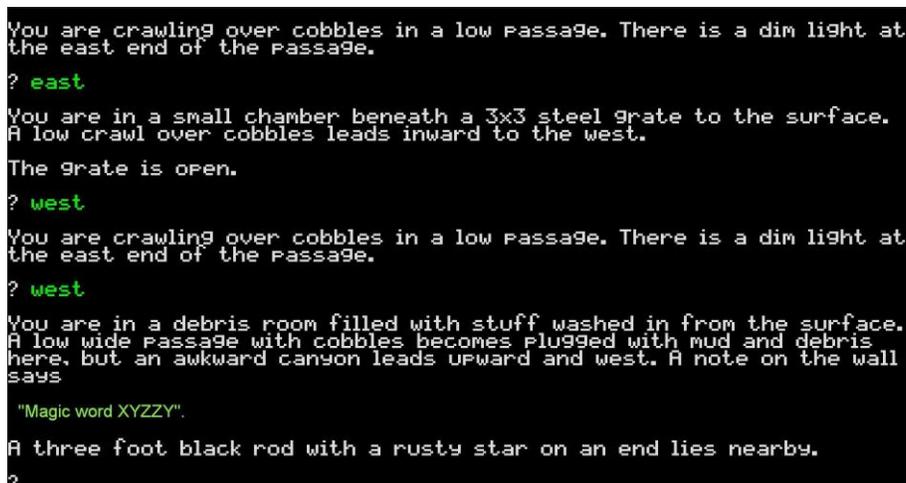
¹ <https://ww2.kqed.org/pop/2014/07/25/5-essential-things-i-learned-at-comic-con/>

² <http://comicontoronto.com/contact/>

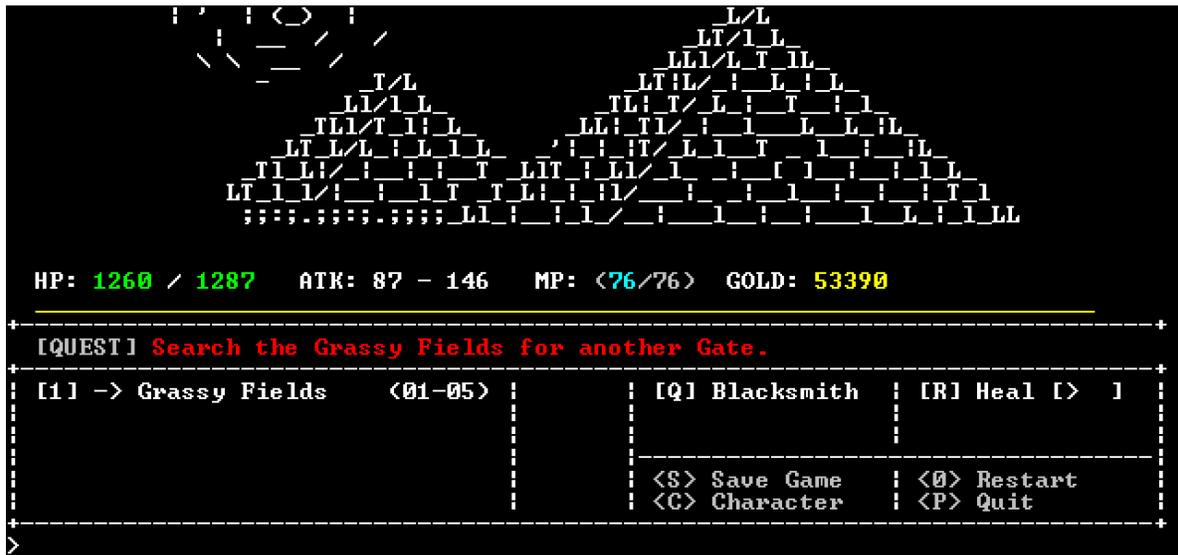
A MUD (originally Multi-User Dungeon) is virtual world, usually text-based. Players can read or view descriptions of rooms, objects, other players, non-player characters, and actions performed in the virtual world.



Traditional MUDs implement a role-playing video game set in a fantasy world populated by fictional races and monsters, with players choosing classes in order to gain specific skills or powers. The objective of this sort of game is to slay monsters, explore a fantasy world, complete quests, go on adventures, create a story by roleplaying, and advance the created character. Many MUDs were fashioned around the dice-rolling rules of the Dungeons & Dragons series of games.



Many MUDs have science fiction settings or are based on popular books, movies, animations, periods of history, worlds populated by anthropomorphic animals, and so on. Not all MUDs are games; some are designed for educational purposes.



Your assignment is to create an RPG game for the Toronto Comicon. It should be text based, although ASCII pictures are allowed. It should not use GUI elements or buttons. Your user input lines should have spaces after the prompts. White space should be used effectively on the screen. You want your game to be well edited and very user-friendly.

It should have a theme or storyline running throughout the game. Pick any theme that interests you and is school appropriate. There should be an introduction, then at least 3 tasks, then a conclusion. The text should provide hints and clues to help the Comicon attendees win the game. To make it fun, players should gain points or perhaps die off (or need to restart). It should be possible to lose and play again.

Tasks should be loosely related to the storyline. Possible tasks include: Magic 8 Ball, Tic-Tac-Toe, Nim, Fizz-Buzz, Rock-Paper-Scissors, Pokémon-type battle, Maze (house), Pig, LCR, Riddles, Unscrambling or Math questions. The highest marks will be awarded to programmers who code one of their own games.

All of the programming constructs we have learned so far should appear in your game:

- Ifs
- Input
- Output
- Loops
- Methods, at least some with return types and parameters
- Comments, title and before major ifs and loops.
- No horizontal scrolling when screen is at max
- No method over 30 lines

As well, there should be a few extra features – things we haven't learned in class – to earn the highest marks. These may include:

- Switch statement
- Rounding
- Unicode.
- Do/while loop
- Date and Time
- Passwords
- ? Operator
- Task timing
- Dialog Boxes
- Printslow