Once upon a time . . .

Myst

When Myst appeared in 1993 (back when computers were too slow to animate more than a small part of the screen), the most common question we got from CS 106A students was: Can I write Myst?

The Origins of the Internet

- The Internet that has become so much a part of today’s world got its start as the ARPANET in the late 1960s.
- The contract to build the ARPANET was awarded to Bolt Beranek and Newman Inc. (BBN), a small, Cambridge-based research and development firm founded by MIT engineers. A prototype implementation of the ARPANET connecting four nodes (one at Stanford) came on line in December 1969.
- The initial design for the ARPANET allowed for a maximum of 127 connected computers. Larger networks were possible only after the TCP/IP protocols were adopted in the 1980s.

Early Designs for the ARPANET

As Larry Roberts envisioned it in his notebooks:

As deployed in 1969:
You are inside a building, a well house for a large spring. GO INSIDE down a gully to the south. The road runs up a small hill to the west. Around you is a forest. A small stream flows out of the building and...

You are standing at the end of a road before a small brick building. -

Good Luck!

(Should you get stuck, type "HELP" or "?" for some general hints.)

Stand all of the English language, but I do a pretty good job.

...and hands. Direct me with natural English commands; I don't under...

Drives the snake away.

Drives the snake away.

The little bird attacks the green dragon, and in an astounding flurry...

The little bird attacks the green dragon, and in an astounding flurry...

You are inside a building, a well house for a large spring. RELEASE BIRD GO INSIDE down a gully to the south. The road runs up a small hill to the west. Around you is a forest. A small stream flows out of the building and...

You are standing at the end of a road before a small brick building. -

Good Luck!

(Should you get stuck, type "HELP" or "?" for some general hints.)

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You are standing at the end of a road before a small brick building. -

Good Luck!

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...and hands. Direct me with natural English commands; I don't under...

The history of the Internet has been told in several books. One tells the following interesting story:

A small circle of friends at BBN had gotten hooked on Dungeons and Dragons, an elaborate fantasy role-playing game in which one player invents a setting and populates it with monsters and puzzles, and the other players then make their way through that setting. The game exists only in the minds of the players.

Dave Walden got his introduction to the game one night when Eric Roberts, a student from a class he was teaching at Harvard, took him to a D&D session. Walden immediately rounded up a group of friends from the ARPANET team for continued sessions. Roberts created the Mirkwood Tales...

One of the regulars was Will Crowther....

Welcome to ADVENTURE!! Would you like instructions?

Yes

No

END/EXIT

You are inside a building, a well house for a large spring. There are some keys on the ground here....
A Brief History of Adventure

- Eric Roberts begins the Mirkwood Tales in early 1975.
- Will Crowther creates Adventure later that year.
- Will Crowther moves to Xerox/PARC in 1976.
- Stanford graduate student Don Woods releases an expanded version of Adventure in early 1977.
- Dave Lebling and others from MIT release the first version of Zork in 1977. That game later becomes the foundation of the computer game company Infocom.
- Adventure is ported to a wide variety of platforms by 1980.
- Eric Roberts creates an expanded version in 1984 and uses it as the basis for his first Adventure Contest at Wellesley.

Milestone #1

- Adapt the code from the Teaching Machine application so that it uses the class and method names for Adventure.
- Once you finish this milestone, you should be able to wander around the surface geography of the game.

Milestone #2

- Implement the setVisited and hasBeenVisited methods in AdvRoom.
- Check this flag in the code that describes a room.
- Once you finish this milestone, the program should use the short descriptions when you enter a previously visited room.

XML for Rooms

```xml
<room name="OutsideBuilding" short="Outside building">
  You are standing at the end of a road before a small brick building. A small stream flows out of the building and down a gully to the south. A road runs up a small hill to the west.
</room>
```

Structure of the index.html File

```html
<!DOCTYPE html>
<html>
  <head>
    <title>Adventure</title>
    <script type="text/javascript" src="JSconsole.js"></script>
    <script type="text/javascript" src="AdvObject.js"></script>
    <script type="text/javascript" src="AdvPassage.js"></script>
    <script type="text/javascript" src="EndOfRoad.js"></script>
    <script type="text/javascript" src="InsideBuilding.js"></script>
  </head>
  <body onload="Adventure()">
    . . . the XML entries that define the game . . .
  </body>
</html>
```
Milestone #3

• Implement the QUIT, HELP, and LOOK commands.
• Once you finish this milestone, the player can end the game, see the help text, and redisplay the room’s long description.

Welcome to Adventure!
You are standing at the end of a road before a small brick building. A small stream flows out of the building and down a gully to the south. A road runs up a small hill to the west.

> W
You are at the end of a road at the top of a small hill. You can see a small building in the valley to the east.

> E
Outside building.

> S
You are standing at the end of a road before a small brick building. A small stream flows out of the building and down a gully to the south. A road runs up a small hill to the west.

> Q
A set of keys

A brightly shining brass lamp

A black rod with a rusty star

A bottle of water

A nugget of gold

A sparkling diamond

XML for Objects

Milestone #4

• Implement the AdvObject class.
• Implement the methods in the AdvRoom class that make it possible to keep track of the objects in a room.
• In the AdvGame class, write the code to put each object in its initial room (ignore the room name “PLAYER” for now).
• Change the code to display a room so that it lists the objects.
• This milestone allows you to see (but not yet take) objects.

Welcome to Adventure!
You are standing at the end of a road before a small brick building. A small stream flows out of the building and down a gully to the south. A road runs up a small hill to the west.

> I
You are inside a building, a well house for a large spring. The exit door is to the south. There is another room to the north, but the door is barred by a shimmering curtain. There is a set of keys here.

> T
KE
YS
Taken.

> D
RO
PE
D
I don't see that here.

> N
VE
R
O
Y
You are carrying:
a bottle of water

XML for Synonyms

Milestone #5

• Implement the TAKE, DROP, and INVENTORY commands and any code you need to remember what the player is carrying.

Welcome to Adventure!
You are carrying:
a bottle of water

XML for Synonyms

Milestone #6

• Implement synonym processing so that the player can use abbreviated forms of the direction verbs and alternative names for the objects.

Welcome to Adventure!
You are standing at the end of a road before a small brick building. A small stream flows out of the building and down a gully to the south. A road runs up a small hill to the west.

> I
You are at the end of a road at the top of a small hill. You can see a small building in the valley to the east.

> O
Outside building.
There is a bottle of water here.
You are in a 20-foot depression floored with bare dirt. Set into the dirt is a strong steel grate mounted in concrete. A dry streambed leads into the depression from the north.

You are carrying:
- a bottle of water
- a set of keys

The grate is locked and you don’t have any keys.

You are in a small chamber beneath a 3x3 steel grate to the surface. A low crawl over cobbles leads inward to the west.

There is a brightly shining brass lamp here.