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program Przygodowka_szablon;
uses crt;

const

MAXITEMS=5;

map :array [1..16,1..12] of byte =
((1,1,1,1,1,1,1,1,1,1,1,1),
(1,0,0,0,1,0,1,1,0,0,1,1),
(1,0,1,0,0,0,0,0,1,0,1,1),
(1,0,1,0,1,0,1,1,0,0,1,1),
(1,1,1,1,1,1,1,1,1,1,1,1),
(1,0,0,1,1,0,0,1,0,0,0,1),
(1,0,1,0,0,1,0,1,0,0,1,1),
(1,0,1,0,0,1,0,1,0,0,0,1),
(1,1,1,0,0,1,0,1,0,0,1,1),
(1,0,0,1,1,0,0,0,0,0,1),
(1,0,0,1,1,0,0,1,0,0,0,1),
(1,0,0,0,0,0,1,0,0,1,1),
(1,0,0,1,1,0,0,1,0,0,1,1),
(1,0,0,1,1,0,0,1,0,0,0,1),
(1,0,0,1,0,0,0,1,0,0,0,1),
(1,1,1,1,1,1,1,1,1,1,1,1));

places_ :array[1..6] of string =
('Jestes na lesnej sciezce.',
'Mozesz isc na :',
'Przed toba jaskinia.',
'Przed toba wyjscie z jaskini.',
'Jestes w ciemnej jaskini.',
'Jestes w podziemnym labiryncie.');
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items :array [1..MAXITEMS] of string = ('KAMIEN','SZTYLET','PATYK','LISC','SZNUREK');
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var
X :byte; Y:byte; JASKINIA: byte; MAPVISIBLE :byte; INCAVE :byte; ITEMHERE :byte;
ITEMINLOC :array [1..MAXITEMS] of byte;
LOCITEMX :array[1..MAXITEMS] of byte;
LOCITEMY :array[1..MAXITEMS] of byte;
PLACE_ :string[200]; C_:string[15];

VERB_ :string; INV_ :string[15]; INV :array[1..MAXITEMS] of byte; LOCX :byte; LOCY :byte; TMP_ :string;
LOCN, LOCS, LOCE, LOCW, OLDX, OLDY :byte;
N_ S_ E_ W_ :string[10];

noun :string[15];
cmd :string[50];
i :byte;

procedure look;
begin
IF LOCY>5 THEN PLACE_:=places_[6];

writeln; write(PLACE_);ITEMHERE:=0;

FOR I:=1 TO MAXITEMS do IF (ITEMINLOC [I]=1) AND (LOCITEMX[I]=LOCX) AND (LOCITEMY[I]=LOCY) THEN ITEMHERE:=1;
IF ITEMHERE=1 THEN write('Tu lezy ');
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FOR I:=1 TO MAXITEMS do IF (ITEMINLOC[I]=1) AND (LOCITEMX[I]=LOCX) AND (LOCITEMY[I]=LOCY) THEN write(ITEMS[I], ' ');

writeln; write('NACISNIJ <RETURN>'); readln(VERB_);
ITEMHERE:=0;

end;

procedure open;
begin

IF (JASKINIA=1) AND (LOCX=8) AND (LOCY=3) THEN writeln('Jaskinia jest otwarta. ');JASKINIA:=0;
IF JASKINIA=1 THEN writeln('Nie mozesz tu nic stworzyc. '); write('Nacisnij <RETURN>');readln(VERB_);

end;

procedure show_inv;
begin

writeln; write('Posiadasz: ');
FOR I:=1 TO MAXITEMS do IF INV[I]>0 THEN write(ITEMS[I], ', ');
WRITELN;

end;

procedure show_map;
begin

Y:=5;IF LOCY>5 THEN Y:=16;

FOR I:=1 TO Y DO

BEGIN
FOR X:=1 TO 12 DO IF MAP[I,X]=1 THEN WRITE('#') ELSE
IF (LOCX=X) AND (LOCY=I) THEN WRITE('o') ELSE WRITE(' ');
WRITELN;

END;

MAPVISIBLE:=1;

end;

function end_check :boolean;
begin

end_check:=false;

IF (INV[3]=1) AND (LOCITEMX[1]=10) AND (LOCITEMY[1]=4) AND (INV[5]=1) THEN end_check:=true;

end;

procedure get;
begin
write('Co bierzesz '); readln(TMP_);

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FOR I:=1 TO MAXITEMS do
begin
IF (LOCX=LOCITEMX[I]) AND (LOCY=LOCITEMY[I]) AND (ITEMS[I]=TMP_) THEN begin INV[I]:=1; LOCITEMX[I]:=255;LOCITEMY[I]:=0; end;
IF LOCITEMX[I]=255 THEN begin ITEMINLOC[I]:=0; ITEMHERE:=3; LOCITEMX[I]:=0; end;
end;

IF ITEMHERE=3 THEN begin writeln; write('Wziales ',TMP_);end;

ITEMHERE:=0;

end;

procedure drop;
begin

write('Co chcesz zostawic '); readln(TMP_);
FOR I:=1 TO MAXITEMS DO
IF (INV[I]=1) AND (ITEMS[I]=TMP_) THEN
begin
INV[I]:=0; LOCITEMX[I]:=LOCX;LOCITEMY[I]:=LOCY; ITEMINLOC[I]:=1;
end;
write('Zostawiles '); writeln(TMP_);

end;

procedure enter;
begin

OLDX:=LOCX;OLDY:=LOCY;

IF (LOCX=10) AND (LOCY=3) AND (INCAVE=1) THEN begin LOCX:=8; LOCY:=3; writeln('Wyszyles z jaskini.');
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FOR I:=1 TO MAXITEMS DO INV[I]:=0;

repeat

VERB_='KONIEC';

clrscr;

writeln('QUEST ver. beta 04.01'); writeln;

writeln('AUTOR: SMAKU NOV.18.2015'); writeln;

writeln('SLOWNIK: N,S,E,W,LOOK,GET,DROP,INV, MAP,EXIT,OPEN,ENTER'); writeln;

writeln('ZADANIE:'); writeln;

writeln('Zostaw kamien w odpowiednim miejscu jaskini i z patykiem oraz sznurkiem znajdz wyjscie z lasu. ');
writeln('Wejscie do labiryntu podziemnego znajduje sie w jaskini. '); writeln;

writeln('GRAJ - rozpoczecie gry. ');
writeln('KONIEC - wyjscie z gry. '); writeln;

write('Co robisz?'); readln(VERB_);

until (VERB_='GRAJ') or (VERB_='KONIEC');

IF VERB_='GRAJ' then
{ POCZATEK GRY}

BEGIN

FOR I:=1 TO MAXITEMS do ITEMINLOC[I]:=0;
ITEMINLOC[5]:=1; LOCITEMX[5]:=2; LOCITEMY[5]:=14;
ITEMINLOC[3]:=1; LOCITEMX[3]:=8; LOCITEMY[3]:=3;
ITEMINLOC[1]:=1; LOCITEMX[1]:=9; LOCITEMY[1]:=2;

LOCN:=0;LOCS:=0;LOCE:=0;LOCW:=0;JASKINIA:=1;MAPVISIBLE:=0;INCAVE:=0;ITEMHERE:=0;

FOR I:=1 TO MAXITEMS do INV[I]:=0;

INV[2]:=1;INV[4]:=1;

REPEAT

IF MAPVISIBLE=1 THEN move_hero;

writeln; write (C_); readln(VERB_);

IF VERB_='EXIT' THEN VERB_='KONIEC';

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IF VERB_='E' THEN IF LOCE=0 THEN begin write('Idziesz na wschod. ');OLDX:=LOCX;OLDY:=LOCY;LOCX:=LOCX+1; end;
IF VERB_='N' THEN IF LOCN=0 THEN begin write('Idziesz na polnoc. ');OLDX:=LOCX;OLDY:=LOCY;LOCY:=LOCY-1; end;
IF VERB_='W' THEN IF LOCW=0 THEN begin write('Idziesz na zachod. ');OLDX:=LOCX;OLDY:=LOCY;LOCX:=LOCX-1; end;
IF VERB_='S' THEN IF LOCS=0 THEN begin write('Idziesz na poludnie. '); OLDX:=LOCX; OLDY:=LOCY; LOCY:=LOCY+1; end;
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IF VERB_='MAP' THEN show_map;
IF VERB_='LOOK' THEN look;
IF VERB_='OPEN' THEN open;
IF VERB_='INV' THEN show_inv;
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IF VERB_='GET' THEN get;
IF VERB_='DROP' THEN drop;
IF VERB_='ENTER' THEN enter;
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LOCN:=MAP[LOCY-1,LOCX]; LOCW:=MAP[LOCY,LOCX-1];
LOCE:=MAP[LOCY,LOCX+1]; LOCS:=MAP[LOCY+1,LOCX];
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ITEMHERE:=0;
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FOR I:=1 TO MAXITEMS do IF (ITEMINLOC[I]=1) AND (LOCITEMX[I]=LOCX) AND (LOCITEMY[I]=LOCY) THEN ITEMHERE:=1;
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IF ITEMHERE=1 THEN BEGIN writeLn('Tu cos jest. '); end;
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IF (LOCX=2) AND (LOCY=4) AND (end_check) then begin VERB_='KONIEC'; writeLn; writeLn('WYSZEDLES Z LASU. GRATULACJE. ');
writeLn('Nacisnij <RETURN>');readLn(VERB_); VERB_='KONIEC'; end;
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PLACE_:=places_[1];
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IF (LOCX=8) AND (LOCY=3) THEN PLACE_:=places_[3];
IF LOCX>8 THEN PLACE_:=places_[5];
IF (LOCX=10) AND (LOCY=3) THEN PLACE_:=places_[4];
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UNTIL (VERB_='KONIEC');
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END;
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{ KONIEC }
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writeLn('Dziekujemy, do widzenia. Koniec gry. Zapraszamy ponownie.');
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end.
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