

Siamese Shores: Seafarer's Saga

Version 0.2.8



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Introduction

Siamese Shores: Seafarer's Saga is a captivating game designed for a fundamental programming class. Inspired by the keyword "UNSHIP," this game weaves a tale of adventure and mystery on the high seas, challenging players to navigate through a series of puzzles and obstacles. Intended for a classroom audience, this game is both an educational tool and an entertaining experience.



Siamese Shores: Seafarer's Saga is more than just a game; it's a journey through a land of myth and legend, where every step is a story waiting to be told.

Audience:

- Professor, Ms. Tanasanee Phienthrakul
- Two teaching assistants
- 35 classmates in the fundamental programming class

Safety Information

Warning:

- Players may experience confusion and addiction due to the game's intricate plot and engaging gameplay.
- It is not recommended for use on airplanes, in restrooms, or when alone, as spontaneous laughter could be hazardous.
- Players should take regular breaks to prevent eye strain and repetitive strain injuries

Getting Started

System Requirements:

- Operating System: Any system capable of running a C language compiler.
- Memory: Minimal RAM is required, as the game is terminal-based.
- Storage: Minimal disk space required.

Installation and Setup:

- Compile the game using a C compiler. For example, if using GCC, run `gcc -o seafarers_saga game.c` to compile the game.
- Run the compiled executable to start the game. For example, on a Unix-based system, execute `./seafarers_saga` in the terminal.

Product Overview

Main Components:

- Terminal-based user interface
- Text-based story and dialogue
- Puzzle-solving and decision-making mechanics plus turn base fight system

Game Structure:

- The game is divided into chapters, each with its own set of challenges and story developments.
- Players interact with the game through text inputs, making choices that affect the story's outcome.

Operating Instructions

Starting the Game: Launch the game from the terminal to begin the prologue and enter the world of "Siamese Shores."

Navigating the Story: Follow the on-screen prompts and instructions to progress through the game. Use your keyboard to input your responses and make choices.

Solving Puzzles: Pay close attention to the clues provided in the story to solve puzzles and make the right decisions.

Saving and Exiting: The game has no save as developers delve too deep into the "Siamese Shores Saga". To exit, simply close the terminal window.

Maintenance and Troubleshooting

- Game Not Starting: Ensure that the game is compiled correctly and that you are running the executable from the correct directory.
- Text Display Issues: Check your terminal settings to ensure proper display of text and characters.
- Game Progress Issues: If your progress seems stuck, revisit your previous choices and ensure you have followed all instructions.
- Troubleshooting, you can report crashes and bugs for further improvement at email: kongphop.kay@student.mahidol.edu

Technical Specifications

- Programming Language: C
- Interface: Terminal-based
- Genre: Text-based adventure, puzzle

Warranty and Customer Support

This game is provided as-is for educational purposes, without any warranty. For support or questions, please contact the developer through your classroom communication channels or this email: kongphop.kay@student.mahidol.edu .