

Computer Science I

CMSC 120

-Adventure Game version 1.0

Goals

. . . to complete assembling everything we've learned into a masterpiece of Java programming in the form of your very own, original, text adventure game.

Instructions

Design, develop, and test the 1.0 release version of your very own, original, text adventure game in Java. Requirements for this version:

- Everything in v0.0, v0.5, and v0.7. If you had problems in those or did not fully complete them, bring them up to par before you work on the new requirements. Then . . .
- Sprinkle items throughout your locales so that the player can find and use them (like Zork's jewel-encrusted egg, lantern, and sword).
- Create and use an array to hold these items in the player's inventory as they are found.
- Implement an "i" inventory command that lists the items the player has found and is carrying in his or her inventory.
- Require one or more specific items to be in the player's inventory when he or she reaches the final locale in order to "win" the game.

For some extra points:

- Design and implement an Item class and use instances of it in your inventory array and "i" command.
- Design and implement a Player class and use one instance of it in your game (which is a single-player game (for now)).

Your game should continue to exhibit all of the best practices that we've been discussing all semester.

Submitting

1. E-mail your program as a *.java* file to Alan.Labouseur@Marist.edu. The subject line should be "Final Project - Last name".
2. Print out your source code and hand it in at the start of the class in which it is due. Please include your name, the date, and the assignment name in your comments in the code.