

Computer Science I

CMSC 120

-Welcome to Zork

Goals	To begin your text adventure game development by testing out void method calls.
Instructions	<p>Design and develop a Java program to . . .</p> <ol style="list-style-type: none">1. Display the introductory text of your adventure game2. Skip a line3. Display the first location4. Get a command from the user and echo (display) the user's command on the console <p>. . . using a different method for each step.</p>
Submitting	<ol style="list-style-type: none">1. E-mail your program as a <i>.java</i> file to Alan.Labouseur@Marist.edu. The subject line should be "Assignment Title - 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.