

Computer Science I

CMSC 120

-Navigation

Goals

... to practice your game programming skills by implementing centralized control game navigation and player input validation.

Instructions

Design and develop a Java program that implements “centralized control” navigation for the map below.

1. Prompt the user for a direction [‘N’, ‘S’, ‘E’, or ‘W’] in which to move, or ‘Q’ to quit.
2. Validate their input. If they entered anything other than the commands noted above, display an error message telling them so.
3. Only once you are sure you have valid input, move the player to the new location if possible. If not, display an error message explaining that they cannot move in that direction.
4. Let the user play until they enter “Q” for quit.

Submitting

1. E-mail your program as a *.java* 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.

