

Computer Science I

CMSC 120

-Adventure Game version 0

Goals

... to begin to put everything that we've learned together into one masterpiece of Java programming in the form of your very own, original, text adventure game.

Instructions

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

- single player
- central navigation supporting [n, s, e, w, q] commands for north, south, east, west, and quit
- 10 or more vividly described locales
- Count and track the number of turns as the game progresses.
- Display the current turn count in the prompt.
- Distinguish invalid input from valid input that just doesn't apply. (I.e., the difference between "I don't understand" and "You cannot move in that direction right now.")
- When the player wants to quit, ask whether or not they are sure. If so, then quit. If not, then continue the game.
- Report the turn count in the "Thank you for playing" text you display when the player quits.

I also want you to draw a game map (in Visio, PowerPoint, [SumoPaint](#), Keynote, [Sketchup](#), [something](#)) to submit with your printed source code.

Your game should contain and demonstrate 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 "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.