

Computer Science I

CMSC 120

-Adventure Game version 0.5

Goals

. . . to continue 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:

- Everything in v0.0, plus...
- Implement a Locale class to encapsulate at least the name and description for objects of type locale.
- Refactor your code from V0.00 to use instances of this new Locale class in place of the methods you had before.

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 "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.