

# Computer Science I

CMSC 120

## -Game Loop

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Goals

. . . continue your text adventure game development by writing a simple loop and dealing with string comparisons.

Instructions

Design and develop a Java program to . . .

1. Prompt the user for a command.
2. Check to see if the command they entered is “quit”.
3. If it is “quit”, stop.
4. If it’s anything other than “quit”, go to step one. (Harmful?)

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.