

Computer Science I

CMSC 120

-Adventure Game version 0.7

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 and v0.5, so if you had problems in those or did not fully complete them (this includes properly using the Locale class), bring them up to par first. Then . . .
- Add a help command ('h', perhaps) that lists all valid commands.
- Tell the user how they can use the help command whenever you detect and report invalid input.
- Create an **enumerated** type for the set of locations in your game.
- Refactor your central navigation routine to use this new enum rather than the **ints** or **Strings** currently in place. (Note that this does not mean that you have to change the instances of the Locale class, just how you call them.)
- Add a final or finishing locale to your game so that there is some way to "win" or at least complete the game.

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.