

Computer Science I

CMSC 120

-Game v0.8

Goals

To continue development of your semester-long project: an interactive fiction adventure in the spirit of *The Hitchhiker's Guide to the Galaxy*, *Planetfall*, *Infidel*, and others.

Background for all homework and project assignments

Be sure to make a new folder in your home directory on my server for this (and every) version of your game. You **must not** destroy your past work when developing future versions of your game, so be very organized and careful with your links and folders.

Instructions

Like the prior version of your game, this one must have at least ten (10) different locations.

Continuing with the homework and projects you've done so far and the examples we've done in class and in lab to date, enhance your game in the following ways:

- Develop a Location prototype {id, name, description, item, toString()}
- Instantiate an instance of it for each location. (If you have 10 locations in your game, you'll have 10 different instances of the same prototype.)
- Store those location instances in a global array.
- Refactor your game so that the location functions use this global array instead of the hard-coded text you had before.

- Develop an Item prototype {id, name, description, toString()}
- Instantiate an instance of it for each item that can be found in your game. (Make at least four of them.)
- Store zero or one items at each location.

- Declare a global array to hold the player's inventory.
- As the player comes across items in the game, add those items to the inventory.
- Add an "i" or "inventory" command that displays the items the player currently has.

- Test, test, and test again. Then test some more. When you think you've tested enough, go back and test again. Then get someone else to test for you while you test theirs. Rinse and repeat.
- (Don't forget to test.)

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Submitting

1. Upload your site to my server via FTP **before the class in which the assignment is due**. (See syllabus for due dates.)
2. Link this assignment to the table of contents on your home page. Test the links too. Then test again from a different computer. Then test more.
3. Print out your source code for this assignment only, **staple it**, and **hand it in at the start of the class** in which it is due. *Printing out your code during class is not acceptable*. Include your name, the date, and the assignment name in the (copious) comments in your code.