

Computer Science I

CMSC 120

-Midterm Project - Game v0.4

Goals

To continue development of your semester-long project: a text adventure game in the spirit of Zork, Zelda, The Hitchhikes Guide to the Galaxy, 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

This version of your game must have at least six (6) different locations. This means that you'll have to keep track of the player's location (a good use for a global variable) and use `if` constructs to figure out where to go when processing the input commands.

Continuing with the homework you've done so far and the examples we've done in class and in lab to date . . .

- Remove the four directional buttons from homework one and replace their functionality by reading from the text box when the player presses the "go" button.
 - ▶ Valid commands are N,S,E,W,n,s,e,w
 - ▶ If the player enters an invalid command then display some user-friendly text in the game's textarea denoting this and explaining the valid commands.
 - ▶ Write an event handler function for each location in your game. In each function:
 - Declare a local (aka private) variable called *message*.
 - Initialize it to a string of descriptive text for that location.
 - Add this new text to the existing text in the game textarea.
- 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.)
- *Extra credit*: Keep score. Add five (5) points each time the player goes to a location for the first time. Display the score on the game page.

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.