

# Introduction to Programming

CMPT 120 • Fall 2014

## -Project 2 - game v0.2 - 60 points

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Goals	To begin development of your semester-long project: a text adventure game in the spirit of Adventure, Zork, Zelda, and others. Also, <ul style="list-style-type: none"><li>• To set up your Git account (and get it linked with the class Git Organization)</li><li>• To practice using Git</li></ul>
Instructions	<p>Starting with the work we've done in class and in our labs, begin a new project which we'll use throughout the rest of the semester. Initial requirements:</p> <ul style="list-style-type: none"><li><input type="checkbox"/> Display the title of your game on the game page. [5 points]</li><li><input type="checkbox"/> Put a <i>mailto</i> link on the game page so I can e-mail you if I get stuck. [5 points]</li><li><input type="checkbox"/> Your game must have (at least) four (4) different locations. [10 points]<ul style="list-style-type: none"><li>• You'll have to keep track of the player's location (a good use for a global variable) and use <code>if</code> constructs to figure out where to go when processing the user's input.</li></ul></li><li><input type="checkbox"/> Display the text for the starting location of your game in a textarea. [10 points]</li><li><input type="checkbox"/> Implement four buttons: North, South, East, and West, each of which will take the player to a different location in your game. Display the text (in the textarea) for each location as you move there. [10 points]</li><li><input type="checkbox"/> Write one <i>event handler</i> function for each button. In each function: [10 points]<ul style="list-style-type: none"><li>- Declare a variable called <i>message</i>.</li><li>- Initialize <i>message</i> to a string of descriptive text which describes that location in your game to which that button takes you.</li><li>- Write a function to display the <i>message</i> in the textarea when you call it, passing it <i>message</i> as a parameter.</li></ul></li><li><input type="checkbox"/> Keep score. Add five (5) points <b>the first time</b> each time the player goes to a location. Display the score on the game page. [10 points]</li></ul>
Advice	<p>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.</p> <p>Push your work to your Git repository early and often. While you're in there . . .</p> <ul style="list-style-type: none"><li>• Be sure to write meaningful commit messages.</li><li>• Practice using <i>diff</i> to see the differences between successive versions of your code.</li><li>• Practice reverting to an earlier version so that you'll have that option in the future.</li></ul> <p>Don't forget to test. A lot. Really. (Rilly.)</p>
Submitting	<ol style="list-style-type: none"><li>1. Push your work to your Git repository <b>before</b> the class in which it is due.</li><li>2. <b>Print</b> and staple your source code <b>before class</b> and hand it in at the <b>start</b> of the class in which it is due. Remember to include your name, the date, and the assignment in the (copious, meaningful, and accurate) comments in your code.</li></ol>