

Introduction to Programming

CMPT 120 • Fall 2014

-Project 5 - game v0.8 - 60 points

Goals	To continue development of your semester-long project: a text adventure game in the spirit of The Hitchhikers Guide to the Galaxy, Planetfall, and Zork. Also, to show off your expertise in using Software Development Best Practices , as well as Git.
Instructions	<p>Fix anything that was incorrect or incomplete with your prior project. (Commit. Push.) Then, beginning with a perfect implementation of the prior version of your game, implement the following new features:</p> <ul style="list-style-type: none"><input type="checkbox"/> Develop a Location prototype {id, name, description, item, toString()} [10 points]<input type="checkbox"/> Instantiate an instance of Location() for each location in your game. (If you have 10 locations in your game, you'll have 10 different instances of the same prototype.) [5 points]<input type="checkbox"/> Store those location instances in a global array. [10 points]<input type="checkbox"/> Refactor your game so that the location functions use this global array instead of the hard-coded text you had before. [10 points]<input type="checkbox"/> Develop an Item prototype {id, name, description, toString()} [5 points]<input type="checkbox"/> Instantiate an instance of Item() for each item that can be found in your game (at least four of them) and store zero or one item at each location. [5 points]<input type="checkbox"/> Declare a global array to hold the player's inventory. [5 points]<input type="checkbox"/> Modify your <code>take</code> command to use the inventory array. [5 points]<input type="checkbox"/> Update your <code>i</code> or <code>inventory</code> command to make use of this array when listing the items the player is carrying. [5 points]
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">• Be sure to write meaningful commit messages.• Practice using <i>diff</i> to see the differences between successive versions of your code.• Practice reverting to an earlier version so that you'll have that option in the future. <p>Don't forget to test. A lot. Really. (Rilly.)</p>
Submitting	<ol style="list-style-type: none">1. Push your work to your Git repository before the class in which it is due.2. Print and staple your source code before class and hand it in at the start 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.