

Introduction to Programming

CMPT 120 and CMSC 120 • Fall 2012

-Project 4 - game v0.6

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| Goals | To continue development of your semester-long project: a text adventure game in the spirit of Zelda, The Hitchhikers Guide to the Galaxy, Planetfall, and others. 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"/> This version of your game must have at least ten (10) locations [5 points]<input type="checkbox"/> Use <code>switch-case</code> constructs to implement navigation among locations. [5 points]<input type="checkbox"/> Make sure all of your locations have their own separate functions for defining their descriptive text. Never repeat descriptions. [5 points]<input type="checkbox"/> Move all of the location functions into a new <i>locations.js</i> file, separate from your other files. [5 points]<input type="checkbox"/> Draw a map of your game environment and include it on the game page. [5 points]<input type="checkbox"/> Make sure that you differentiate the “You cannot go that way” message from the “I don’t understand your command” errors. They are not the same. [5 points]<input type="checkbox"/> Implement a “help” command that describes all the commands available to the user as well as useful gameplay information. [5 points]<input type="checkbox"/> Write an <code>init()</code> function called from the web page <code><body></code> tag’s onload event. This <code>init</code> function should display the first location’s text. [5 points]<input type="checkbox"/> Visually indicate which of the directional buttons are valid for the current location by dynamically enabling or disabling some of them every time the current location changes. (This is now required.) [5 points]<input type="checkbox"/> Put some items (treasure, weapons, wisdom, self-esteem, whatever) in a few of your locations. Allow the player to <code>take</code> or <code>get</code> these and put them in their inventory. Add a command to list the current inventory. [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. |