CPT233 Final Project

Minimal Requirments

1. Game – Zork Like – recommend playing Zork to get a feel for the project
2. 12 Rooms – Class – inventory system
3. 1 map - Class
4. Player/Avatar – Class – inventory system
5. 4 directions per room – N,S,E,W
6. Look feature – Description of the room – Directions, what’s on the floor
7. Non Hand Drawn!!!!! Map of your game, What is in the room by default
8. Walkthrough for completion
9. Sketch out your game by rooms. Play Zork!!
10. World Layout
11. Idea of winning the game
12. Separate Header files and resource files for classes.