Problem 1.4.1 Escape Room Scoring Guidelines

This scoring guideline describes the programming concepts required in your program. You must provide your code and a screenshot of your output.

Requirements

Your Program Must

- Provide player actions that update the score and manipulate a player using user input.
- Provide a player with a list of valid commands.
- Provide a player with general gameplay functions.
- Add player actions that enhances the gameplay.
- Include comments.
- Show console output.
- Make calls to static and non-static methods.
- Make calls to methods that return values.
- Use the `.equals` String method.
- Use `if/else/else if` clauses.
- Use a compound Boolean expression.
- Use the increment operator.

Penalty

- Extraneous code that causes side effects (for example, printing to output)
- Code that causes errors
- Missing or poor-quality screenshots

No Penalty

- Extraneous code with no side effects

Scoring: Problem 1.4.1 Escape Room

Part A. Player Actions that Update the Score   15 Points

Intent: Provide player actions that update the score and manipulate a player using user input.

+2	If a player quits, change the value of play.
+2	If the player enters pickup, increment the score.
+10	If the player enters a basic movement, (up, down, left, right), move player accordingly.
+1	Increment the player's score after every move

Part B. Player actions that do not update the score   4 Points

Intent: Provide a player with a list of valid commands.

+4	Show a help message with all the valid command.

Part C. General   3 Points

Intent: Provide a player with general gameplay functions.

+3	Deduct points if the user enters an invalid command.

Part D. Enhancements   8 Points

Intent: Add player actions that enhance the gameplay.

+2	If there is a trap on the player's space, increment the player's score.
+10	If the player enters a jump movement, (jump up, jump down, etc.), move player accordingly.
+5	If the player chooses to replay, display the user's score and step count, inform the user the game has been reset, and reset the score.