

Text-based Adventure individual report

We approached this practical by first having a list of all the basic requirements broken down into smaller tasks and assigning each person a few the tasks to complete before a given date. We then did the same with the additional requirements. We had meetings in person occasionally where we would mainly discuss how to approach certain requirements and assigning tasks to each other.

I mainly contributed by implementing the Adventure.hs file and making sure that it works to accept input from the user and makes use of the Action.hs file to perform the specified actions. I was also involved in many of the creative decisions such as designing the world and adding new puzzles.

Haskell P1 Project

Saturday, 15 January 2022 15:29

Use Mercurial: kb267.hg.cs.st-andrews.ac.uk/CoffeeTime

Game:

Make changes to [Actions.hs](#) (Mathew) & [Adventure.hs](#) (Santhosh)

Use datatypes instead of String for commands

Commands: Movement, inventory management, Interactions, Object examination

Use higher order functions such as [foldr](#) and filter instead of recursive definitions

Goal: Player goes to kitchen pours a cup of coffee and then leaves the house.

Conditions: If coffee is not poured do not let the player leave the house & prompt too tired to leave the house.

- Expand the world with new objects and rooms (Kamyar)
- Make new puzzles (Santhosh)
- Setup Cabal file for program build (Kamyar)
- Refactor code to use list comprehensions and higher order functions (Mathew and Santhosh)
- Use [QuickCheck](#) to write property based tests for functions (Kamyar)
- Use the [Parsing.hs](#) to make a more sophisticated parser (Mathew and Santhosh)
- Implement save and load functionality (Kamyar)
- Use state type to represent the game state (Last priority)

Priorities:

- 1- Basic adventure and actions
- 2- Basic save and load functionality
(Thursday)
- 3- Refactoring code and optimisations
- 4- Parser optimisation
- 5- Tests
(Saturday)
- 6- World expansion (Puzzles, objects, places)
(Monday)
- 7- Setup Cabal
- 8- Report
(Tuesday)
- OPT- (State)