Lab 9 – Hogwarts!

All of the chapter exercises plus:

You are part of a team that has been tasked to write an adventure game set at [Hogwarts school of Witchcraft and Wizardry](). Your team is to write the classes that represent the rooms and items in the rooms. All of the room data is stored in a .csv file (description, number, occupied chance, item chance, etc.). Write classes that start the player in the main hall. Describe the room to the player and offer move choices. As Hogwarts is magical, there is a small percent chance that the room the player goes in will be a random different room in the castle. There is also a varying chance in each room that it will have an object that can be collected, and/or populated by someone.