# ⌘ Assignment 4: Simple Text Adventure Game (STAG) [35%]

See STAG briefing lecture for details on this assignment

## Submission

This assignment **IS** assessed: go to "Assessment, submission and feedback" to submit it.
It is **essential** that you ensure your code compiles and runs before you submit it
(otherwise we will not be able to run it to mark it !)
Submit all of the code required to get your project to run

A special set of custom game description files will be used to assess your game.
It is therefore essential that your game engine is able to parse the files
in the same format as used by the examples provided.

Scripts will be used to automatically test your game engine to make sure it is operating correctly.
It is therefore essential that you adhere to the gameplay input commands detailed above.

Remember: Code quality metrics will be used to assess the "quality" of your code.
This will have an impact on your final mark...
So be sure to adhere to the structure and style guidelines outlined in the lectures.

## Plagiarism

You are encouraged to discuss assignments and possible solutions with other students.
*HOWEVER* it is **essential** that you only submit your own work.
This may feel like a grey area, however if you adhere to the following advice, you should be fine:

- Never exchange code with other students (via IM/email, USB stick, GIT, printouts or photos !)
- Although pair programming is encouraged in some circumstances, on this unit you must type your own work !
- It's OK to seek help from online sources (e.g. Stack Overflow) but don't just cut-and-paste chunks of code...
- If you don't understand what a line of code actually does, you shouldn't be submitting it !
- Don't submit anything you couldn't re-implement under exam conditions (with a good textbook !)

An automated checker will be used to flag any incidences of possible plagiarism.
If the markers feel that intentional plagiarism has actually taken place, marks may be deducted.
In serious or extensive cases, the incident may be reported to the faculty plagiarism panel.
This may result in a mark of zero for the assignment, or perhaps even the entire unit
(if it is a repeat offence). Don't panic - if you stick to the above list of advice, you should remain safe !