M4T1-Inheritance Notes for text Adventure

CSC-221-0001

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Classes need for functionality: Items, rooms, containers, players, and game. These are the ‘main’ classes. All others will inherit from these.

Item inheritance classes will need to include: usable items and container items. These will

For M4T1 (due 11/8) we just want to come up with some design changes for our text adventure.

We are in the early days, so if you don't have code yet, that's ok. What you should think about is as follows:

What classes are needed for different functionality? (We already have Room and Item, what about for locked doors? containers? etc.)

What is a reasonable inheritance hierarchy for these classes?

What class methods and variables will they need?

**Submitting the Assignment**

Just write up any notes (half page or so is plenty), and submit it here