**Module Assignment Summary**

[Module Assignment Summary](https://faytechcc.blackboard.com/webapps/blackboard/content/listContent.jsp?course_id=_33824_1&content_id=_5842758_1)

**Assignments:**

Reading: Zybooks CH6A  - due 9/6

Reading: Zybooks CH6B - due 9/13

M2T1 (Exploring Interactive Fiction) - due 9/13

M2LAB1 (Ch 6 ZyLabs 6.19, 6.20, 6,22) - due 9/13

M2LAB2 (Adventure Call, Iteration 1) - due 9/20

M2HW1 (Adventure Call, Iteration 2) - due 9/27

[**CH6A**](https://faytechcc.blackboard.com/webapps/assignment/uploadAssignment?content_id=_5842763_1&course_id=_33824_1&group_id=&mode=view)

**To complete CH6A,**screenshot either the Assignment marked "CH6A" in Zybooks, or your total score for the Chapter 6.1 - 6.9 Participation Questions. Upload the screenshot here.

Due 9/6.

[**CH6B**](https://faytechcc.blackboard.com/webapps/assignment/uploadAssignment?content_id=_6053114_1&course_id=_33824_1&group_id=&mode=view)

CH6B consists of Participation Questions for 6.10 - 6.17.

It is due 9/13.

[**M2LAB1**](https://faytechcc.blackboard.com/webapps/assignment/uploadAssignment?content_id=_5842764_1&course_id=_33824_1&group_id=&mode=view)

**M2LAB1 - due 9/20**

For this assignment, complete the Zybooks Labs listed below, OR Zybooks Labs 6.20, 6.21, and 6.22.

In other words, feel free to either do the Zybooks Labs in the book itself, or the questions in the attached PDF.

These are integrated into the textbook as a simple web-based lab IDE with automated testing built-in. These are fairly simple questions, mostly to get you some familiarity with the ZyLabs interface.

If you have issues with getting the labs to work, the questions are included in the attached PDF.  [CSC234\_M2LAB1\_Questions.pdf](https://faytechcc.blackboard.com/bbcswebdav/pid-5842764-dt-content-rid-54063189_1/xid-54063189_1) [CSC234\_M2LAB1\_Questions.pdf - Alternative Formats](https://faytechcc.blackboard.com/webapps/blackboard/content/listContent.jsp?course_id=_33824_1&content_id=_5842758_1)

Relevant video (which also discusses the "Cannot find GCC Compiler error" some people may have seen in Code::Blocks): <https://youtu.be/sdNiCoK1gCE>

In order to complete the assignment, either screenshot your completed lab with score for these three programs, or ZIP the source code and submit it that way.

[**M2T1**](https://faytechcc.blackboard.com/webapps/assignment/uploadAssignment?content_id=_5842765_1&course_id=_33824_1&group_id=&mode=view)

**M2T1 - Exploring Interactive Fiction**

This one's fairly simple -- I just want to make sure you have a basic grasp of the topic before trying to make your own.

The "Additional Resources" folder has a number of links. I'd like you to find a game, and either finish it, or spend at least 15 minutes playing it.

Please include a screenshot from the game (either when you finished, or when you gave up), as well as a few short sentences describing the experience and your opinion of it.

**Some games**

I think that this "post card" of instructions is useful if you don't know the lingo: <http://www.ifwiki.org/index.php/Starters>

To stick with fully tested short games, go with 9:05 from the dev's website: <http://adamcadre.ac/if/905.html>

Here's a good list of games you can try from any browser: <http://www.web-adventures.org/games.html>

"9:05" and "Galatea" are pretty good choices. If you want a challenge, maybe "Adventure", "Zork I", or "Spider and Web".

Submit your screenshot and brief writeup (a paragraph or two is plenty) below.

[**M2LAB2**](https://faytechcc.blackboard.com/webapps/assignment/uploadAssignment?content_id=_5842766_1&course_id=_33824_1&group_id=&mode=view)

**M2LAB2 - Adventure Call (first iteration)**

Related video: <https://youtu.be/rC3LSfo0oas> (opens in new window)

The idea here is pretty straightforward -- using functions, we'll create a simple interactive game where a user can make decisions. For example, maybe wander around a location, or answer questions.

I suggest you check out the discussion of Interactive Fiction in the "Further Resources" folder for ideas.

Here's the source code for my previous "Adventure Call" from a previous section: <https://github.com/norrisaftcc/csc134/blob/master/M3_AdventureCall/main.cpp>

For your version, you should do the following:

a main() that kicks things off

3-5 named functions involving actions or locations that the user can take

some end state (perhaps going to a certain location is a win or loss state)

If you want to go old school, Zork can be an inspiration; something like 9:05 or Photopia or Galatea is more of an "indie" type of approach.

In any case, this assignment simply involves being able to enter commands to visit each node of the story (as implemented by a function).

[**M2HW1**](https://faytechcc.blackboard.com/webapps/assignment/uploadAssignment?content_id=_5842767_1&course_id=_33824_1&group_id=&mode=view)

**M2HW1**

For the second iteration of "Adventure Call" you should make the following extensions:

There should be at least six different "nodes" (functions) that represent locations or actions.

The program should contain some sort of "world state" (such as the key variable in my example)

The program should have at least two end states (win and loss, for example) which cause it to end

For **Bonus Points**, implement the world state without using global variables. (This would probably involve different parameters passed into functions, and functions having return values instead of being void. This is fairly complicated -- we'll look at a better way to handle it, using objects, very soon.)