School of Science, Computing and Engineering Technologies

Object Oriented Programming

Pass Task 4.2: Case Study — Iteration 2: Players, Items, and Inventory

Overview

Object oriented programming makes best sense with larger programs. The case study will be your opportunity to create a larger program and better see how these abstractions make it easier to create software solutions.

Purpose:	Demonstrate the use of inheritance and polymorphism in the case study.
Task:	Understand the case study program and implement iteration 2.
Time:	Aim to complete this task by the start of week 5

Submission Details

You must submit the following files, formatted using formatmytask.com:

- Program source code
- Test source code
- Screenshot of unit tests passing

Instructions

1. Review the **Case Study Requirements** document. It outlines what you need to create.
2. For this week aim to complete Iteration 2.

> **Note**: At this point there will not be a "program" as such, just a set of unit tests that help demonstrate that your solution is moving toward completion.

Once your tests are working correctly get a screenshot of the tests passing and submit them along with the code.

Assessment Criteria

Make sure that your task has the following in your submission:

- The program is implemented correctly based on the case study description.
- The “Universal Task Requirements” (see Canvas) have been met.