# Assignment 2

**Due: April 9, 2021 @ 11:59pm**

**NOTE:** This assignment can be done in groups up to 3

# Expectations

In this lab you are expected to demonstrate:
- Proper use of classes
- Proper use of pointers
- Proper use of STL list, stacks and/or queues.
- Proper use of file I/O
- Understanding of the code implemented
- Clean code

# Requirements

In a **console application** write a simple text-based adventure game.

Your application should contain the following:
- A story with a minimum of 2 endings (living vs dying, etc.)
- Story dialog contained in a text file that is read in
- Demonstration of STL lists, stacks, queues.
- A minimum of 4 rooms to explore with simple puzzle elements
- Two-word commands (Ex: "Go North", "Open Door", "Swing Sword".)

**Note:** The technical details of this are intentionally left vague. This is to provide you with more creativity in terms of your implementation. It will also demonstrate to me what you have learned throughout this semester.

Your application must execute as follows:
- Welcome the player to the game.
- Start the story
- Play the story
- End the story.

# Rubric

| Task | Weighting |
|------|-----------|
| Implementation of your game | 30% |
| User Interface | 10% |
| Clean Code | 20% |
| Video | 40% |
| **TOTAL** | **100%** |

# Submission:

1. Video presentation of the lab
   a. Video must be no longer than 5 minutes.
   b. Upload your video to **YouTube** as an unlisted video.
   c. Emphasize the design of your code in your presentation.
2. Link to the GitHub repository

# Penalties

| | |
|---|---|
| You submit the incorrect files or links | 0% for submission |
| Your code does not compile | 0% for submission |
| Your code it not written in C++ | 0% for submission |
| Wrong naming convention of files or video titles | 50% off submission |
| Late penalty | 10% per day up to 50%. Then 0% for submission |
| Plagiarism<br>● Includes copying classmates work | 0% for submission. Breach of Academic Integrity report filed |