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 understand how the object-oriented approach can make it easier to create complex software solutions.

Purpose:	Demonstrate the use of inheritance and polymorphism in the case study.
Task:	Understand the case study program and implement iteration 2.
Deadline:	Due by the start of week five, Monday, 25 March 2024.

Submission Details

All students have access to the Adobe Acrobat tools. Please print your solution to PDF and combine it with the screenshots taken for this task.

- 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 towards 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.