Asg 10 Design Map Cyoa Helper Contains main function, **LList** Constructor that makeGame (calls on Readfile and specifies what returns llist and Linked list of rooms, calls happens with commands in room when on Room called on for the file), instantiateRoom (displays room tag), and each specific runGame (handles user's instance (made commands). for convenience) Calls on all the other classes to create the linked lists and stacks of rooms and user input Room Adds descriptions and tags to Stack instances of object Room Creates stack of rooms to handle user input options. Readfile StringStack Reads input List adventure file Stack of strings which helps and stores in an print output in the correct Linked list that handles room array. order (output was originally options, and returns which being printed in reverse room the user chooses to go order so inserting and to next popping off elements in stack was an easy solution)

At first, we read the input file and turned it into an array of strings using the ReadFile class. We then created the Room class to keep track of the options, tags, and descriptions corresponding to each room. In order to store the options, we created a modified Linked List that holds a String for each option as well as which Room each option leads to. We then used a Linked List of Rooms to hold all rooms while the game is being created. Finally, we added stacks because they can easily keep track of the user's progress through the game. With a stack, it is easy to undo progress with the "pop" method.