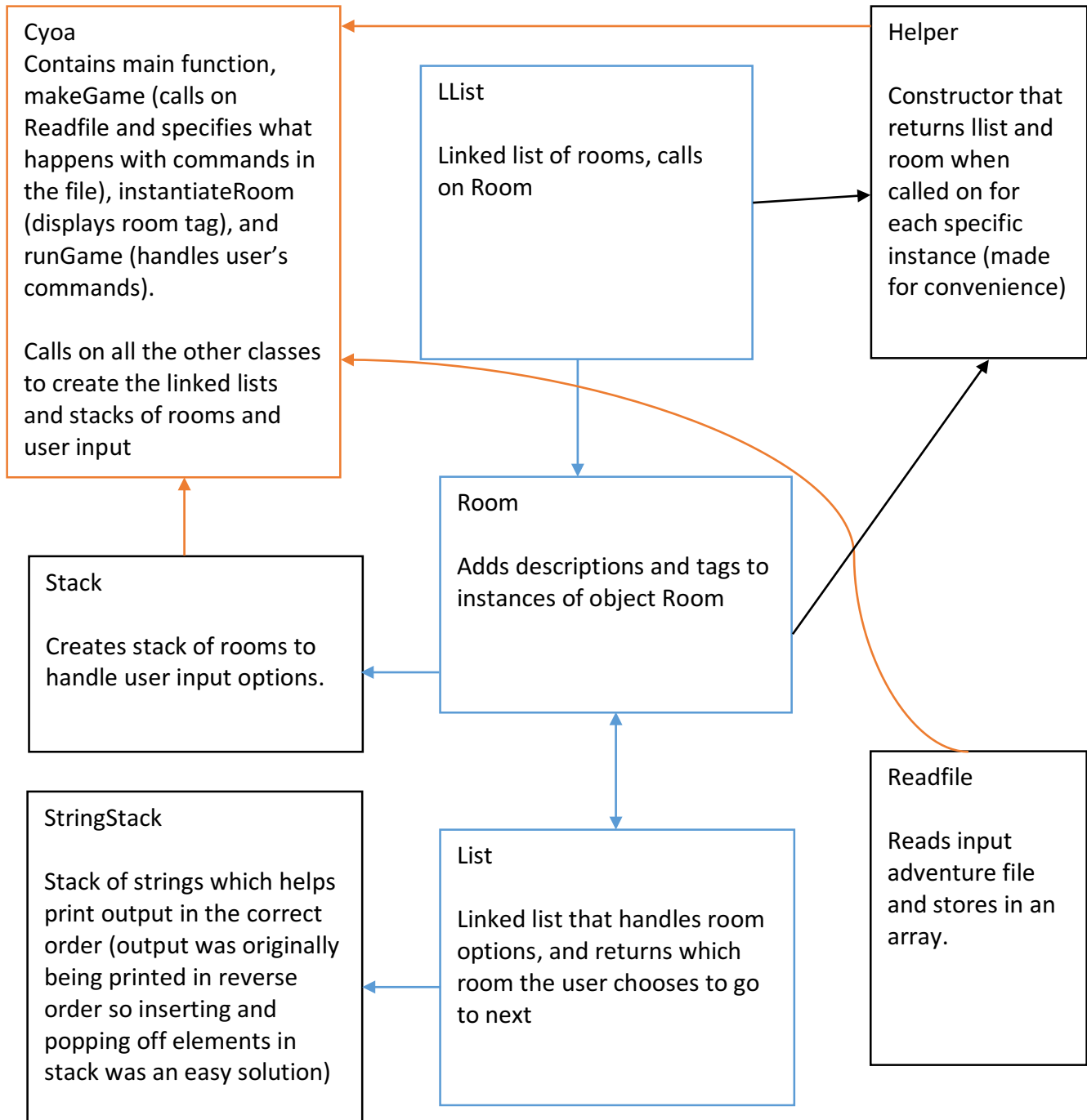


Asg 10 Design Map



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.