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Final C++ Project Proposal

During my final semester at Arapahoe Community College I took an introductory programming class that used Python. My final project was a game that was modeled around old text based adventure games like Zork or Hitchhiker’s Guide to the Galaxy. The game used all of the concepts we learned throughout the semester including loops, classes, lists, and using various files to organize your code. While I received an A on this final project, there were some bugs and things I would have changed given more time and experience.

For my final project, I would like to recreate this game using C++. I will need to basically translate the classes, functions and game play from Python to C++. I expect it to look quite different in the end as I will need to rework the game play entirely and figure out how to make the classes play nicely together.

The attached header files are not complete, as I expect to need to change things based on functionality and necessity as I go along. I fully commented the code as it is to explain what each item is, and how it will be used.