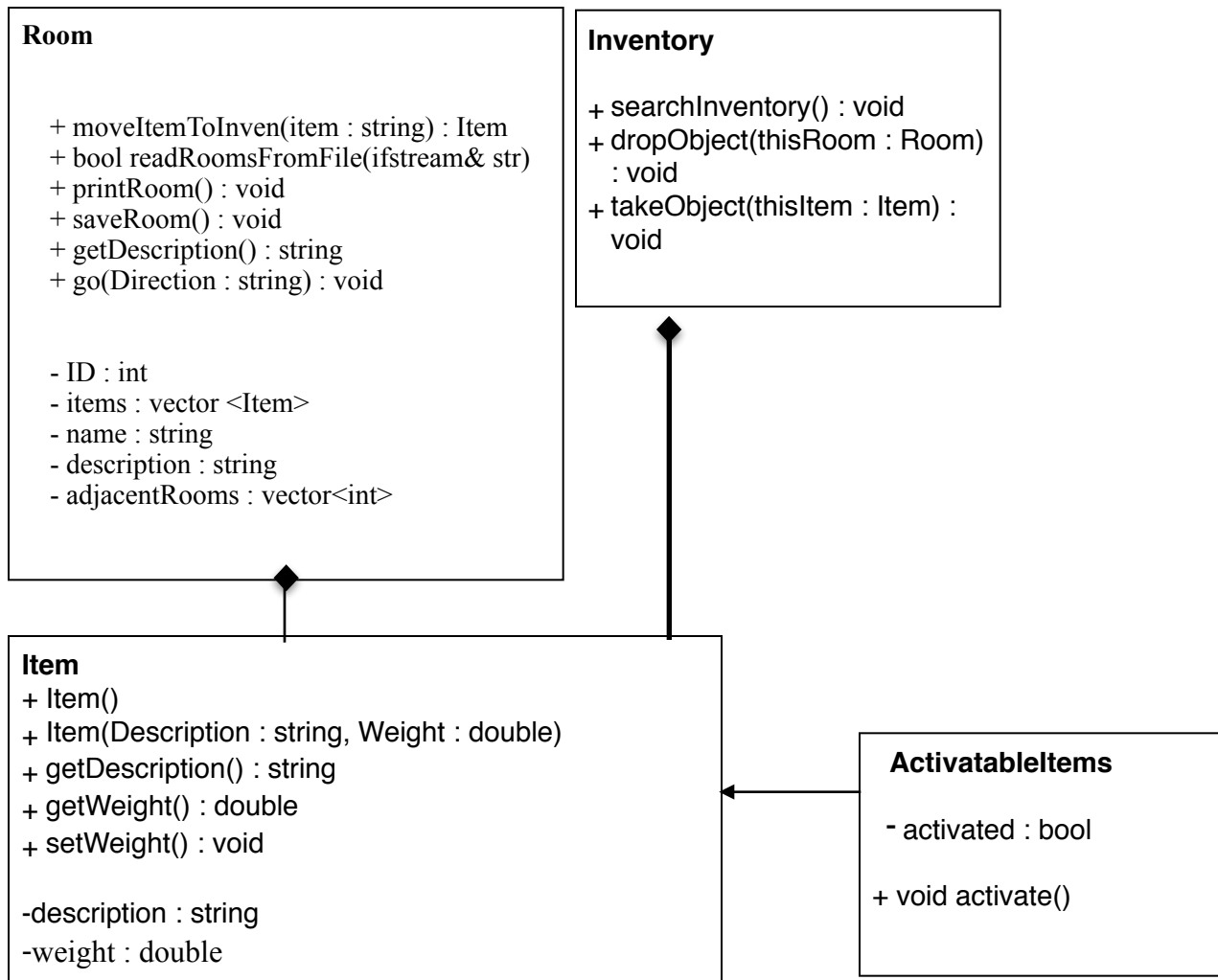


Below is my UML diagram at this point:



This is the basic UML diagram, in addition to several methods in main, and a rather lengthy main itself. ActivatableItems is a class type of base class Item; the “activatables” are in fact items, but things that have some sort of on/off switch (e.g., a torch, a fan, a briefcase (opened/closed); as opposed to a key or a knife). Rooms and inventory both contain items. The vector “rooms” in main involves pointers to allow movement between rooms.

The user must enter commands such as would be stated in English, and the system is required to virtually “move” the user along the map. It must keep track of user’s progress and inventory, and be able to save/load games, including the user’s progress on the map and what they have collected in inventory.

The program must provide an entertaining yet usable and compelling interface and plot line. It must accept a variety of commands and be able to logically differentiate between valid and invalid commands, and tell the user so.

In my coding, I basically only assume that the user speaks English. Also, anyone motivated to play this game will have to have the patience and a vague understanding of how text-based games work; there is no tutorial for a game like this, and the user has to figure that out for themselves, and I assume they understand that that is one of the most fun components.