

Katie Shaw
CS172 Project Proposal

For my project I will make a text-based adventure game. Like other such games, like the classic Zork, the user will be introduced to the game, and then be allowed to enter a command, such as “go north” or “take object.” The program will parse this into a verb (the first word) and, if necessary a noun (the following word or words).

Below is my UML diagram at this point:

Item

```
+ Item()
+ Item(Description : string, Weight, double)
+ getDescription() : string
+ getWeight() : double
+ setWeight() : void

- description : string
- weight : double
```

Room

```
+ moveItemToInven(item : Item) : void

- location : string
- ID : int
- items : string*
```

Obviously, I expect this to change and grow quite a bit. The main idea, though, is pretty solid. The map in which the game is played is a vector or an array of rooms (class type Room) which the user will move between (not sure how the user moves around, but if he/she types “go north” and the room that is north of the current one will become the current one; each room has an ID number to enable the map). In the rooms there are items, which, through the power of vectors can be removed, placed, or moved from, in, and between the rooms.

I don’t know what “problem” my program solves, except perhaps boredom. Expected issues will be organizing all the directions and many factors and states of the rooms, and how differently items and objects behave in a multitude of different situations. I won’t know the details and solutions to these problems until I have really gotten into the thick of them. However, I expect it will be a matter of controlling my vectors properly and using inherited and connected objects.