# Object Oriented Programming

## Pass Task 3.3: Case Study — Iteration 2: Players, Items, and Inventory

## Overview

Object oriented programming makes best sense with larger programs. The case study will be your opportunity to create a larger program and better see how these abstractions make it easier to create software solutions.

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| **Purpose:** | Demonstrate the use of inheritance and polymorphism in the case study. |
| **Task:** | Understand the case study program and implement iteration 2. |
| **Time:** | Aim to complete this task by the start of week 4 |

### Submission Details

You must submit the following files:

- Program source code
- Test source code
- Screenshot of unit tests passing

## Instructions

1. Review the **Case Study Requirements** document. It outlines what you need to create.
2. For this week aim to complete Iteration 2.

> **Note**: At this point there will not be a "program" as such, just a set of unit tests that help demonstrate that your solution is moving toward completion.

Once your tests are working correctly get a screenshot of the tests passing and submit them along with the code.

### *Assessment Criteria*

Make sure that your task has the following in your submission:

- The program is implemented correctly based on the case study description.

- Code must follow the C# coding convention used in the unit (layout, and use of case).

- The code must compile and the screenshot show it outputting the correct details.

- Tests must be written using the correct style (appropriate Assert statements and use of Set-Up method).

- Tests must pass and appropriately cover the functionality of the code being tested.