**Project Description**

**The objective of this assignment is to develop a GUI based version of [Zork](http://moodle2.csis.ul.ie/mod/url/view.php?id=1273" \o "zork) using C++ and Qt based on the text version provided.**

ZORK https://en.wikipedia.org/wiki/Zork

You will be required to use C++ and Qt to create your own implementation GUI\Graphical based implementation of [Zork](http://moodle2.csis.ul.ie/mod/url/view.php?id=1273" \o "zork) and present your game and a technical overview of the code to your fellow students.

Try to utilise as many of the common widgets as possible

**Common widget types include buttons, check boxes, combo boxes, icons, menus,radio buttons, scrollbars, sliders, status bars, text boxes, toolbars, tooltips**

**IT IS IMPORTANT TO OBSERVE THE FOLLOWING**

**Utilize as many C++ concepts as you can** that are covered in the module as part of your game. The demonstration of this knowledge and related explanation is a central aspect of the project and should include concepts such as :

Classes,

Objects,

Destructors,

Pre-processor directives,

Function Prototypes and Coercion,

[Pointers](http://moodle2.csis.ul.ie/mod/resource/view.php?id=1262),

References

[Inheritance](http://moodle2.csis.ul.ie/mod/resource/view.php?id=1266) (including virtual methods),

Memory Management,

[Templates](http://moodle2.csis.ul.ie/mod/resource/view.php?id=1269),

[Operator overloading](http://moodle2.csis.ul.ie/mod/resource/view.php?id=1265)

abstract classes,

pure virtual functions

In your presentation you will be required to describe all aspects of your code as well as a number of event driven features that are part of your game code.

You should view this assignment as a means to create a relevant portfolio that you might present to a future employer, so feel free to utilize a blog that records your progression. This blog can also be used as a basis of your final presentation.

Bonus for using https://github.com/ or such like