Spike: Task 12
Title: Command Pattern

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https://github.com/LukeValentino138/COS30031-2023-103024456

Goals / deliverables:
A robust command parser and manager for the Zorkish game. Including commands such as GO, HELP, INVENTORY, LOOK, ALIAS, and DEBUG TREE.
- Code see /task12/
- UML Diagram

Technologies, Tools, and Resources used:
List of information needed by someone trying to reproduce this work
- Visual Studio
- https://cplusplus.com/reference/
- Swinburne Games Programming Lectures

Tasks undertaken:
- Add items/entities to the map data and logic.
- Develop command processor logic based on necessary functionalities. (e.g., GO, HELP, INVENTORY, LOOK, ALIAS, and DEBUG TREE).
- Develop command abstract class to be inherited by every command class. This needs to include a constructor, destructor and execute method.
- Make each command class according to the specifications. These classes should inherit from the command base class.
- Create a commandManager class. This class needs to process the user input and call the appropriate command execute.

What we found out:
Separating the command logic into multiple subclasses and using correct OOP principles allows for significantly more modularity and ease of implementing new commands. Using a dedicated command manager also helps achieve this.

UML: