

Schattenflug: Flucht von der Epstein-Insel - Game Requirements

This document outlines the core requirements for the Java CLI game "Schattenflug: Flucht von der Epstein-Insel", based on the project description and teacher's requirements.

Core Requirements:

- **Game Type:** Text-based adventure game similar to ZORK, implemented fully in Java using the Command Line Interface (CLI).
- **Object-Oriented Design:** Utilize classes, objects, properties, and methods extensively.
- **Room Implementation:** Create a system for rooms with descriptions and defined exits (N, S, E, W).
- **Room Layout:** Implement the specific room layout:
 - Strand (Start)
 - Dschungelpfad
 - Personalquartiere
 - Wartungsschuppen
 - Hauptvilla
 - Sicherheitszentrale
 - Helipad-Pfad
 - Helipad (Ende)
 - (Optional) Geheime Orte (Underground Tunnel, Hidden Cave)
- **Player Movement:** Allow player movement between rooms using simple commands (e.g., N, S, E, W, Back).
- **Items:** Implement collectible and interactive items within rooms (e.g., Stock, zerrissene Karte, Bolzenschneider, Verkleidungsskit, Laptop, Sicherheitskarte, Festplatte).
- **Item Properties:** Implement properties for items, such as weight (Gewicht).
- **Inventory:** Implement a player inventory capable of holding multiple items with a potential maximum weight limit.
- **Winning Condition:** Define and implement a clear winning condition.
- **Puzzles/Challenges:** Include simple puzzles and interactions (e.g., Zahlenschloss, Geheimer Schalter).
- **NPCs/Dangers:** Represent dangers or NPCs in a text-based manner.
- **Input/Output:** Handle player input and display game information via the CLI.
- **Documentation:** Provide comprehensive Javadoc comments for all classes, methods, and significant code sections.

Excluded (Unrealistic for CLI):

- Audio playback
- Complex graphical elements

MUST HAVE Requirements:

- Writing JUnit tests.

- Implementing ATLEAST 1 inheritance for item types.