

# Semester 2, Week 10 Lab Assignment

- Using the file `adventure_locations.txt`, implement the movement commands (N, S, E, W, IN, OUT) as well as LOOK, HELP and QUIT
- Display the description of each location as the player moves to it
- You can start with the code in `10_AdventureA_ReadLocations.cpp`
- See sample input/output on next slide
- Questions:
  - What additional data do we need?
  - How do we get the continual game loop working?
    - What does its loop test assess, in order to continue or exit?
    - What do we do inside the loop?
      - And how?

Welcome to Galway Adventure. Type 'help' for help.

On the NUIG campus, outside the CS building.

warning: this program uses gets(), which is unsafe.

> help

I know these commands:

n, s, e, w, in, out, look, help, quit.

> w

In Knocknacarra.

> s

You can't go that way.

> e

On the NUIG campus, outside the CS building.

> in

In the Computer Science Building, outside a computer lab.

> look

In the Computer Science Building, outside a computer lab.

> out

On the NUIG campus, outside the CS building.

> s

On the Salthill prom. The sea looks inviting (but cold).

> quit

Bye!