



Submit your work

4 of 4 test cases passed

Assignment 07 – Text Adventure

Filename	Size	File to run	Delete
assignment_07.cpp 	3.83 KB	<input type="radio"/>	
assignment_07.h 	4.16 KB	<input type="radio"/>	

5 points

CS 002 – Assignment 7: Text Adventure

Collaboration Policy

We encourage collaboration on various activities such as lab, and textbook exercises. However, **no collaboration between students is allowed on the programming assignments.**

Submission Instructions

Submit in Canvas. Make sure to name your file textadventure.cpp

Assignment Specifications

For this assignment you will write a simple text adventure game. Within this game the player will travel from room to room choosing which door to traverse through.

Game Specifications

Every room in the game has 4 doors for the player to choose from, each associated with an uppercase direction: N, E, S or W. Three of the doors open up to another room, and the 4th door is an exit from the game. Of the three non-exit doors, one will send the player to a room containing a monster. Another will send the player to a room containing a genie. The third non-exit door will send the player to a room that has a picture.