**SPACE ISOLATION DESIGN DOCUMENT**

/\*

this class contains the method for printing the users inventory. It also has the declaration of each Boolean item. If they are set to false they are not in the inventory, if it is true they are

\*/

public class Adventurer {

}

/\*

this method checks if the item is set to true and if they are they are then printed as being apart of the user inventory

\*/

public static void showInventory(){

}

/\*

this class contains the method that begins the game and all of the classes for each room.

\*/

public class AdventureModel {

}

/\*

this method is what is called at the beginning of the game. it prints the first prompt and holds the array cell assignment for each room.

\*/

public static void startGame() {

}

**The method for all rooms in the space shuttle are located in the AdventureModel class.**

/\*

this is the starting room of the game. the class is called by crewQuarters() and by recRoom() and vice versa, depending on which room the user decides to enter. the user is given the \* option to put on a space suit for survival

\*/

public static void commandRoom (){

}

If the user decides to enter crew quarters from the command room, the commandRoom() method would call the crewQuarters() method by calling AdventureModel.crewQuarters();

/\*

This method is for when the user enters the crew quarters. this method will print the initial message for this room and then the user will enter the commands when prompted. enters this room. this method will call commandRoom() method since the two rooms are attached this method allows for user to add flashlight and a gun to their inventory.

\*/

The code adds the items to the inventory by changing the boolean from false to true for example: Adventurer.flashlight = true; would add the item to the inventory

The inventory is printed by the program executing the following code: Adventurer.showInventory();

public static void crewQuarters () {

}

/\*

this method is called from the commandRoom method since they are attached rooms. here the user can add the key card to their inventory. this method calls medicalFacility() and staircase() methods to access those rooms. prints the initial message and user will enter options as they are available

\*/

public static void recRoom() {

}

/\*

this method is called from recRoom() and it calls the cryoLab() method. this method gives the user the option to add a first aid kit to their inventory and enter the cryogenic lab

\*/

public static void medicalFacility () {

}

/\*

this method is for the cryogenic lab which is called from the medicalFacility() method. it allows for the player to add a key card to their inventory. the user will also face a monster and will access the inventory to get the gun to use on the monster.

\*/

public static void cryoLab() {

}

/\*

this method is for the Emergency Stairs that connect the recRoom() and the rdRoom(). The use of the a flashlight is required as you can either go up the stairs to the Recreation room or down the stairs leading to the Research and Development room.

\*/

public static void emergStairs() {

}

/\*

this method is for the Research & Development room which is called on by the emergStairs() method. The storageRoom() is connected to this room. Navigation in this room is directed by a voice heard in the darkness and leads towards a headset that has a prerecorded message for the user.

\*/

public static void rdRoom() {

}

/\*

this method is for the Storage Room. This room is can be accessed fro the rdRoom () and vise versa. From this room the user can navigate using the flashlight to the airLock (). There are three objects that are available to be picked up including a Blue, Green and Red key. These keys are then used when trying to access the airlock.

\*/

public static void storageRoom () {

}

/\*

this method is for the Airlock. This room canbe accessed from the storageRoom() and is a the only pathway to the escapePod (). The only item to interact with in this room is a big red button that is labeled “launch”.

\*/

public static void airLock() {

}

/\*

the last method is for the escape pod. This method is called upon only through the airLock() method. Within this room you can interact with a control panel that has four different buttons. The game will end and explode f the wrong color key is used on the control panel. If the right code is enter the game will successfully end.

\*/

public static void escapePod() {

}