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File
Object-Oriented Design
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README

Happy Path - to Win

1. Start in YA Section - move left
2. Bathroom - pick up batteries and move right
3. YA Section - move right
4. Archives - pick up map and move up
5. Lobby - move left
6. Children's Section - move left
7. Bathroom - pick up flashlight and move right
8. Children's Section - move right
9. Lobby - move up
10. Librarian's Office - pick up key and move left
11. Comics Section - move left
12. Media Lab - pick up key and move right
13. Comics Section - move right
14. Librarian's Office - move down
15. Yay you won!

To Win and Get an A on your exam

- Pick up every textbook you find

Other features

- Secret Room Behind bookcase in Comics Section

10 Rooms

(Secret Room)

Second Floor:	Media Room	<-->	Comics Section	<-->	Librarian's Office
First Floor:	Bathroom	<-->	Children's Section	<-->	Lobby
Basement:	Storage	<-->	Young Adults Section	<-->	Archives

3 Examples of inheritance

1. Adventurer is the child of AdventureModel
2. The subclasses all inherit methods from Room Class
3. All the classes inherit from Object Class

6 objects

1. Batteries
2. Textbook 'Java Essentials'
3. Map
4. Textbook 'Headfirst Java'
5. Textbook 'Object-Oriented Design'
6. Flashlight
7. Key
8. Sketchy Book
9. MasterKey
10. Bloody O-OP Textbook

2 overridden methods

1. The end method overrides the command method
2. Each of the room classes specifies implement the methods of the room interface

1 interface

- We created an interface for the Room classes which specifies the methods that they contain