Samantha Berry

CMPT 220 Section 201

Dr. Rivas

11 April 2017

Milestone

My final project I have made a text adventure game. So far, the project is composed of four classes: GameDrive, TextParse, FlagList, and TextPrint. The class GameDrive contains the main method for the game, which is composed of a while loop that contains an input for a string and calls the method for parsing the Strings, which is defined in TextParse. First, the input is passed converted to lowercase and then String.trim() is used to remove empty spaces from the end of the string. The method then uses String.split to create an array of strings with each word in the input in each index of the array. Afterwards, based on the number of words in the array, it is passed to one of three possible parsers. Arrays with 0 letters, which represent nothing being entered, are not passed to a parser and an error message is printed. An array with one word is sent to the method parse1Word(). This method checks the word against a predefined list of words, these include “help”, “inventory”, “look”, and “quit”. The class then modifies the values in the FlagList class and calls one of the methods of the TextPrint class as appropriate. If an array contains two strings it is passed to parse2Word(). This method first compares the first word to a list of valid verbs, it then compares the second word to the names of game objects which are found in the FlagList class. Then, like with parse1Word(), it will call FlagList and TextPrint as needed. ParseMultiword works in a similar manner to parse2word, comparing multiple words and calling the other classes. I have most of the basic features implemented, but still need to

include the addition of images. Other than that, all that I have left to add is extra game content, which does not require much in the way of additional coding.

UML