

Credit Task 4

Swin Adventure

Iteration 7

Related Learning Outcomes

ULO1 – Explain the OO Principles

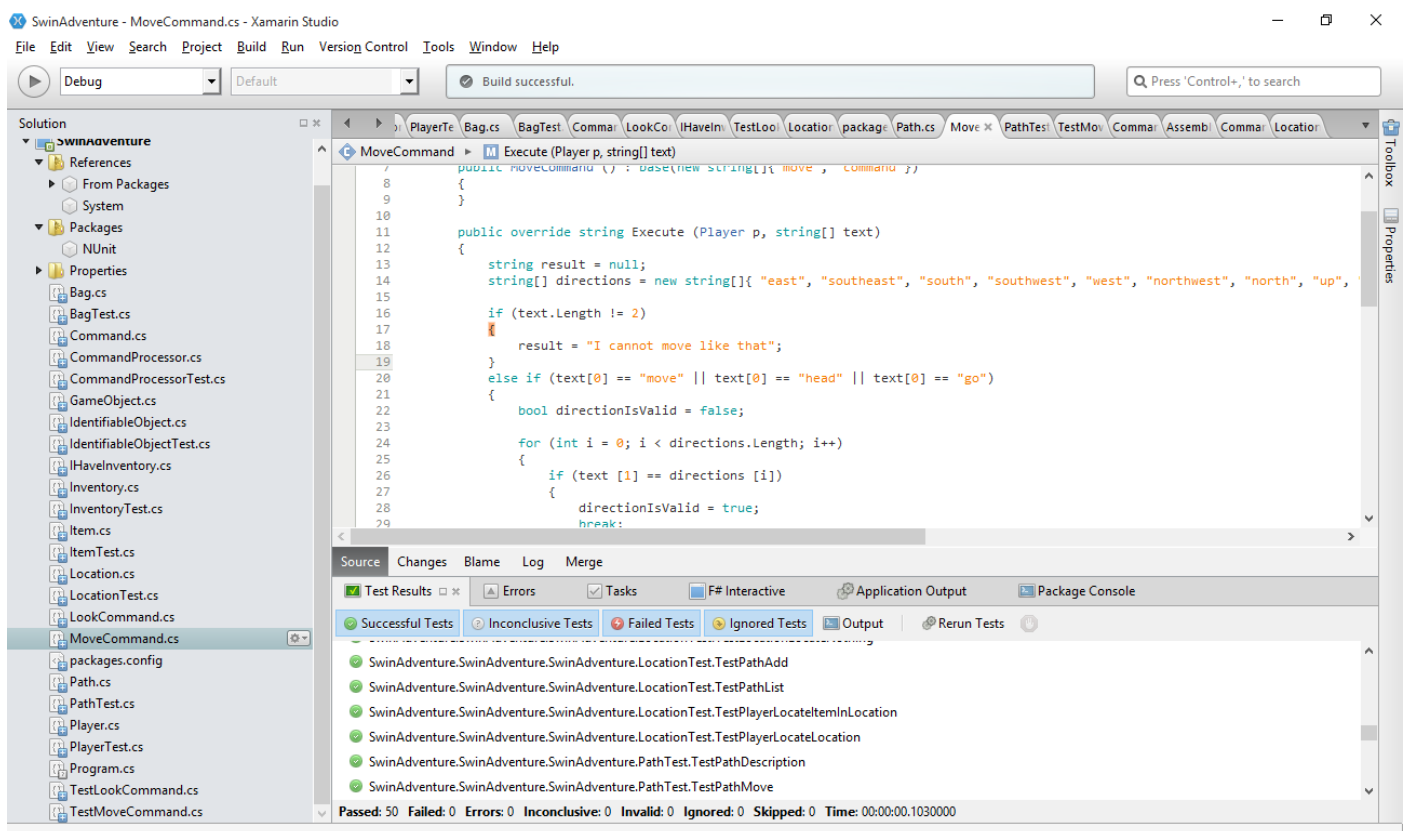
ULO2 – Use OO Language and Library

ULO3 – Design, Develop and Test using an IDE

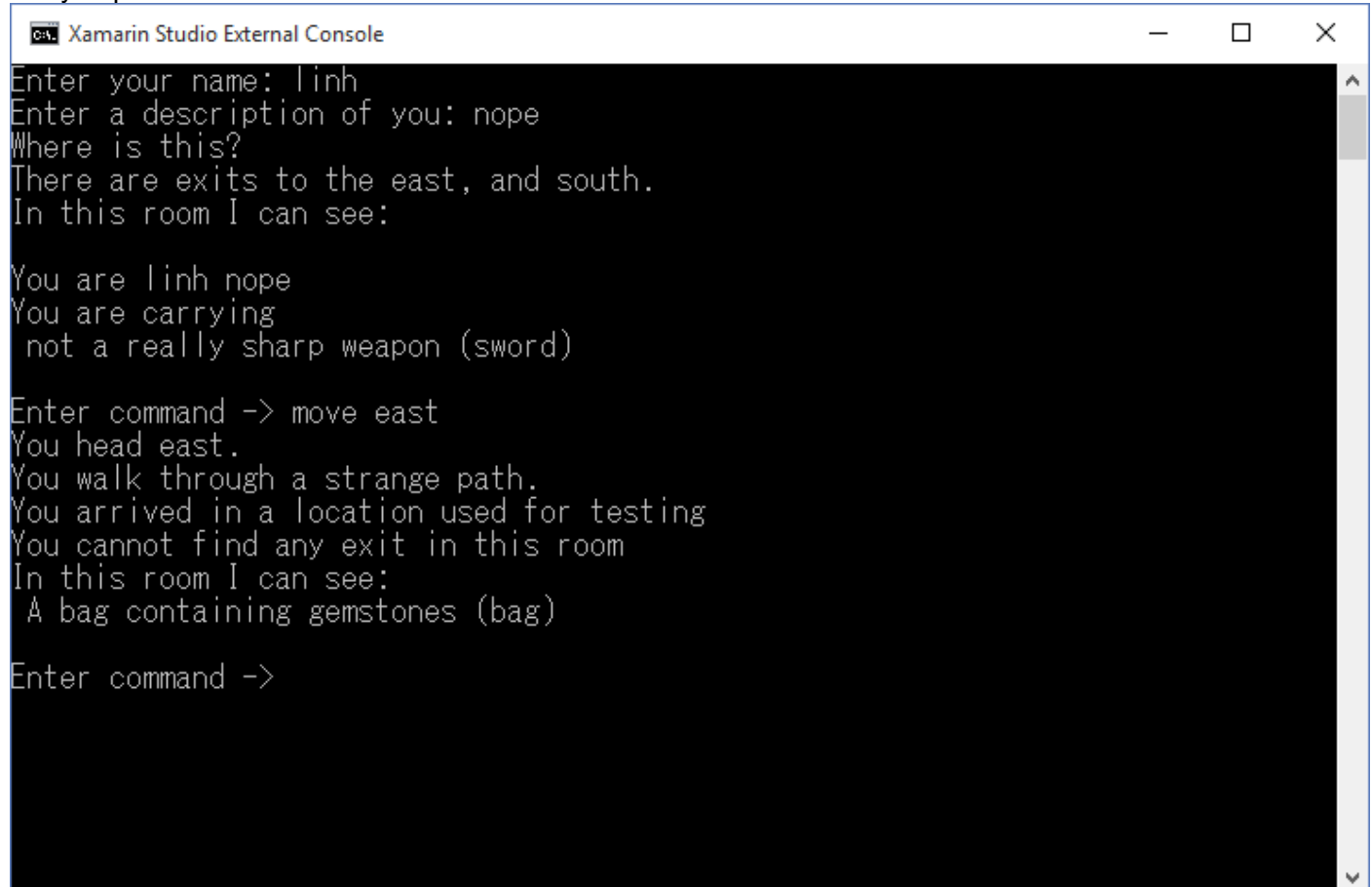
ULO4 – Communicate using UML Diagrams

ULO5 – Describe Elements of Good OO Design

IDE screenshots:



Early implementation of MoveCommand:

A screenshot of a terminal window titled "Xamarin Studio External Console". The window has a standard macOS-style title bar with a red close button, a yellow maximize button, and a green window button. The terminal background is black with white text. The text shows a sequence of user inputs and game responses. The user enters their name "linh", a description "nope", and a location "Where is this?". The game responds with "There are exits to the east, and south." and "In this room I can see:". The user then enters "You are linh nope", "You are carrying", and "not a really sharp weapon (sword)". The game responds with "Enter command -> move east", "You head east.", "You walk through a strange path.", "You arrived in a location used for testing", "You cannot find any exit in this room", and "In this room I can see: A bag containing gemstones (bag)". The user then enters "Enter command ->".

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Xamarin Studio External Console
Enter your name: linh
Enter a description of you: nope
Where is this?
There are exits to the east, and south.
In this room I can see:

You are linh nope
You are carrying
not a really sharp weapon (sword)

Enter command -> move east
You head east.
You walk through a strange path.
You arrived in a location used for testing
You cannot find any exit in this room
In this room I can see:
A bag containing gemstones (bag)

Enter command ->
```