

Credit Task 2

Swin Adventure

Iteration 4&5

Related Learning Outcomes

ULO1 – Explain the OO Principles

ULO2 – Use OO Language and Library

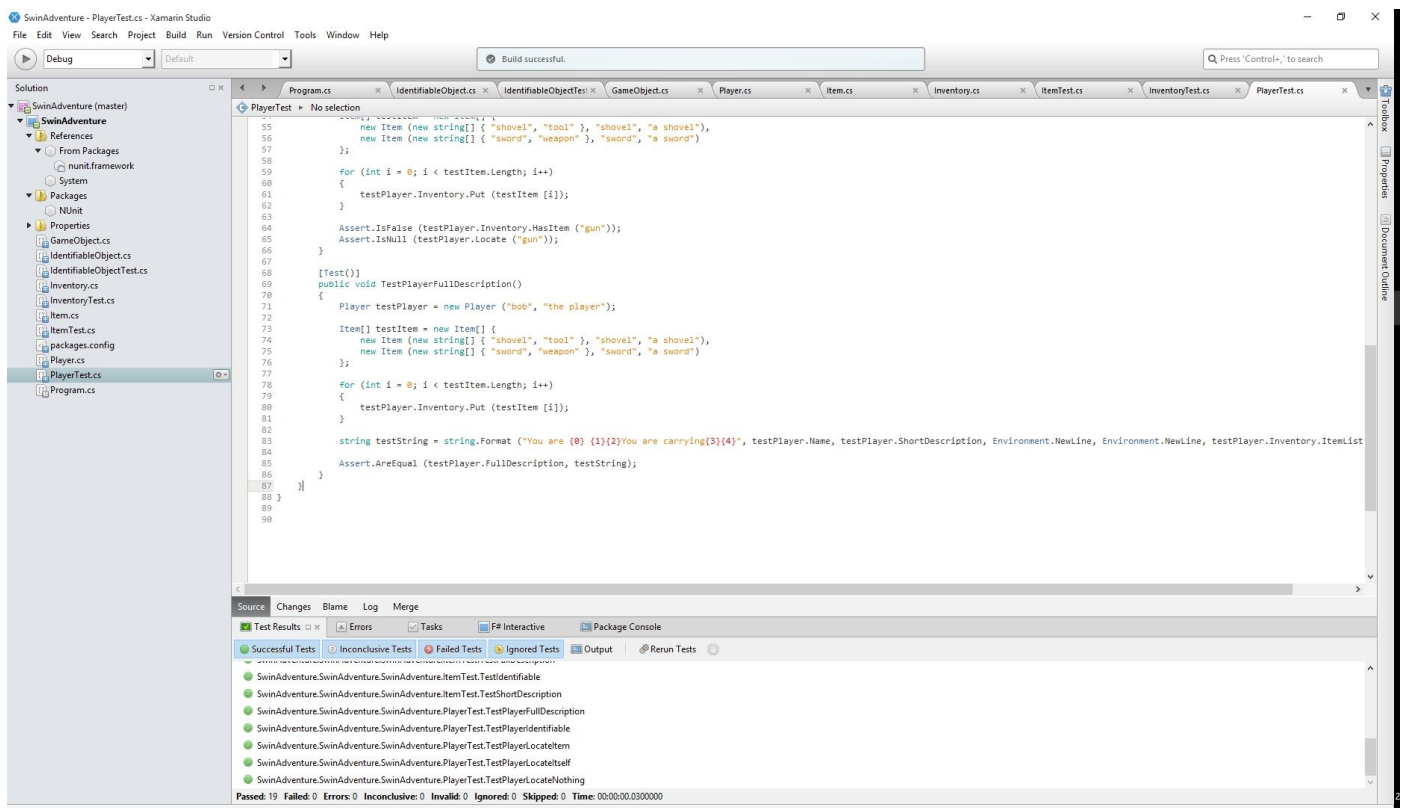
The task demonstrates how to create and implement interfaces in C# programming.

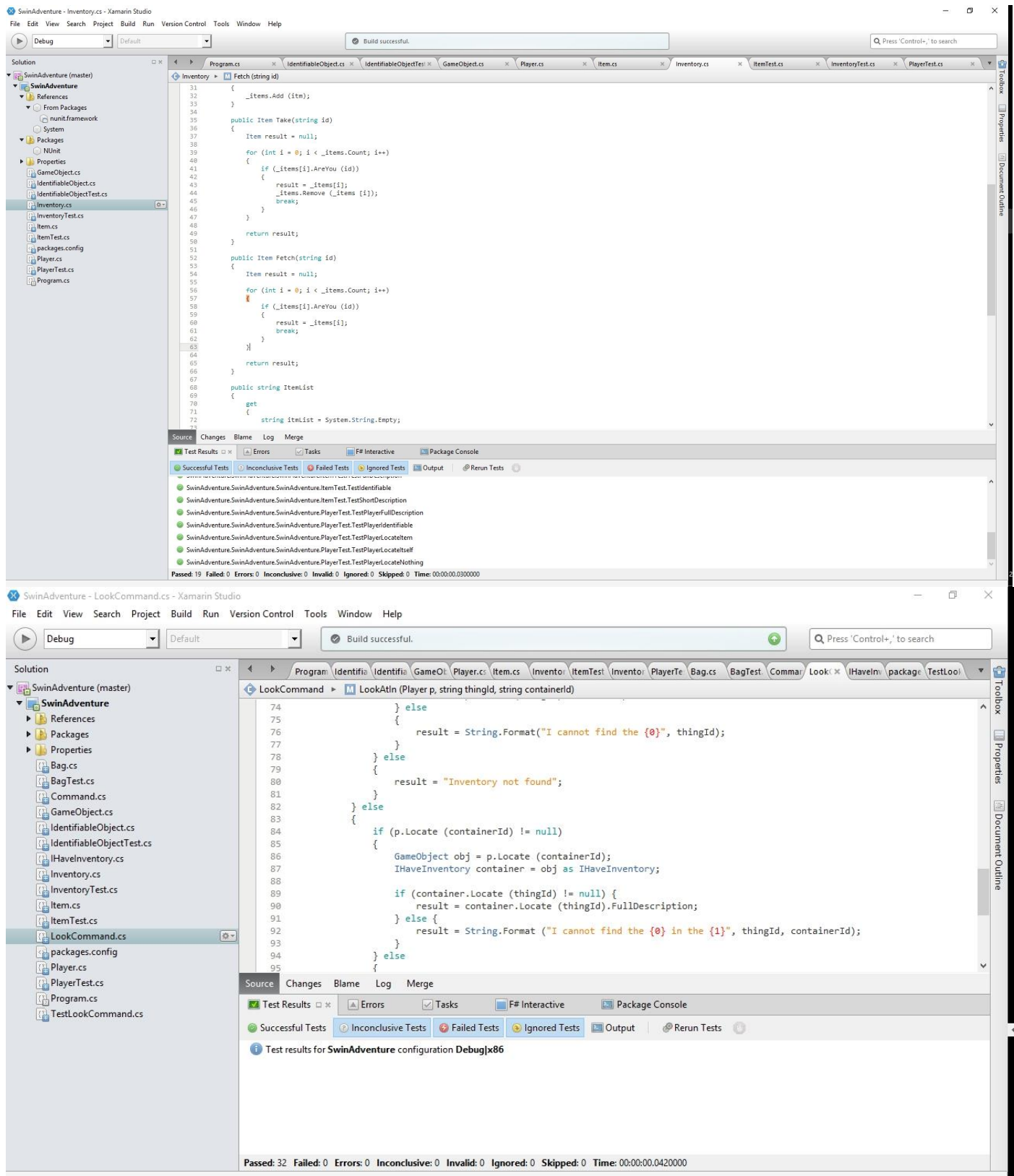
ULO3 – Design, Develop and Test using an IDE

ULO4 – Communicate using UML Diagrams

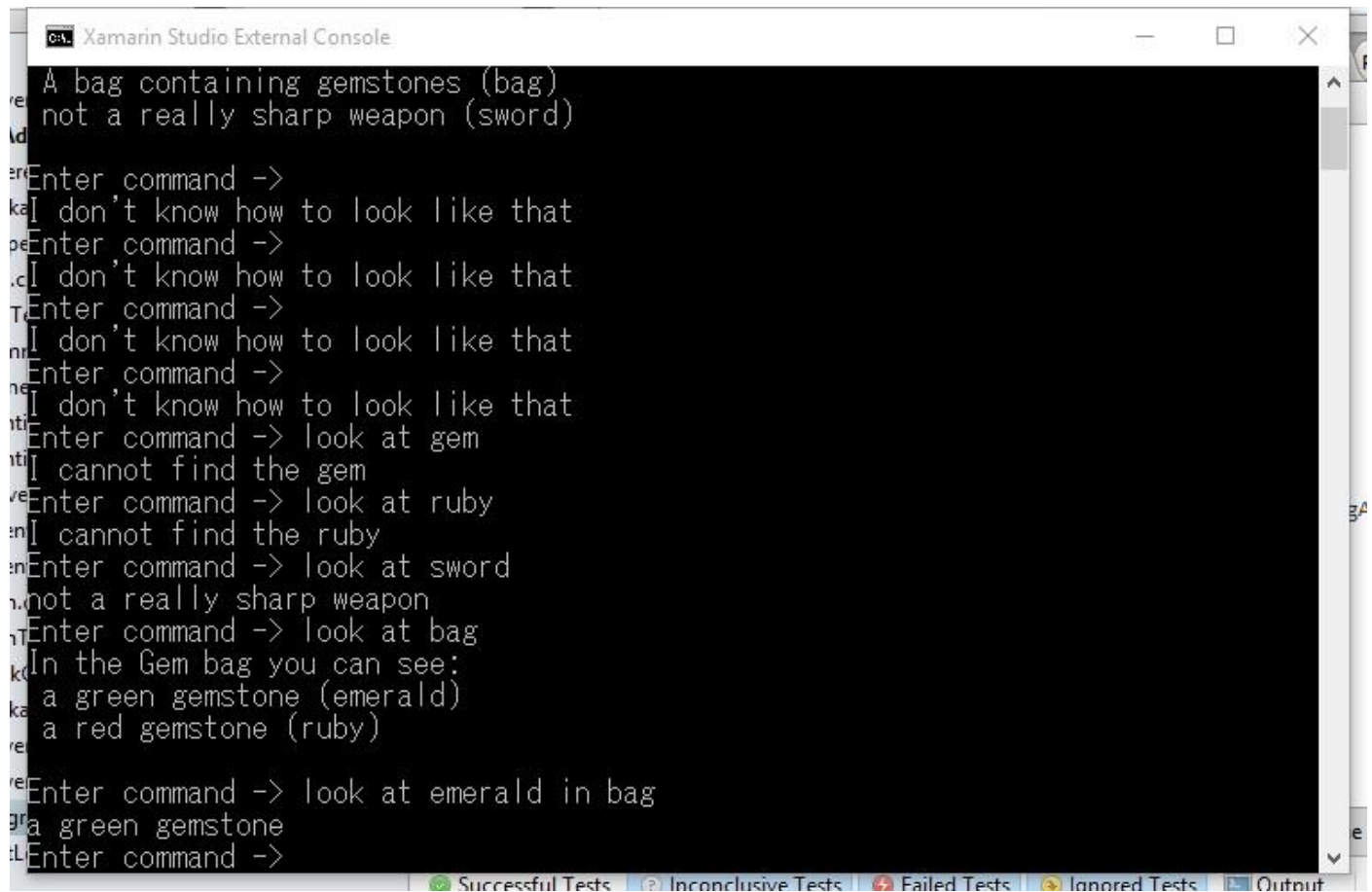
ULO5 – Describe Elements of Good OO Design

IDE screenshots:





Early Look command implementation:



A screenshot of the 'Xamarin Studio External Console' window. The console displays a text-based game interface. The game starts with a description of a bag containing gemstones and a sword. It then enters a loop where the user is prompted to 'Enter command ->'. The user enters 'I don't know how to look like that' multiple times. Then, the user enters 'look at gem', and the game responds 'I cannot find the gem'. Next, the user enters 'look at ruby', and the game responds 'I cannot find the ruby'. Then, the user enters 'look at sword', and the game responds 'not a really sharp weapon'. Finally, the user enters 'look at bag', and the game displays the contents of the bag: 'In the Gem bag you can see: a green gemstone (emerald) a red gemstone (ruby)'. The user then enters 'look at emerald in bag', and the game responds 'a green gemstone'. The console window has a title bar with 'Xamarin Studio External Console' and standard window controls. At the bottom, there is a status bar with tabs for 'Successful Tests', 'Inconclusive Tests', 'Failed Tests', 'Ignored Tests', and 'Output'.

```
re A bag containing gemstones (bag)
ld not a really sharp weapon (sword)
re Enter command ->
ka I don't know how to look like that
pe Enter command ->
.d I don't know how to look like that
T Enter command ->
n I don't know how to look like that
n Enter command ->
ne I don't know how to look like that
iti Enter command -> look at gem
iti I cannot find the gem
ve Enter command -> look at ruby
:n I cannot find the ruby
:n Enter command -> look at sword
n not a really sharp weapon
n Enter command -> look at bag
k In the Gem bag you can see:
ka a green gemstone (emerald)
re a red gemstone (ruby)
re Enter command -> look at emerald in bag
g a green gemstone
:L Enter command ->
```

Successful Tests Inconclusive Tests Failed Tests Ignored Tests Output