

Credit Task 5

Swin Adventure

Iteration 8

Related Learning Outcomes

ULO1 – Explain the OO Principles

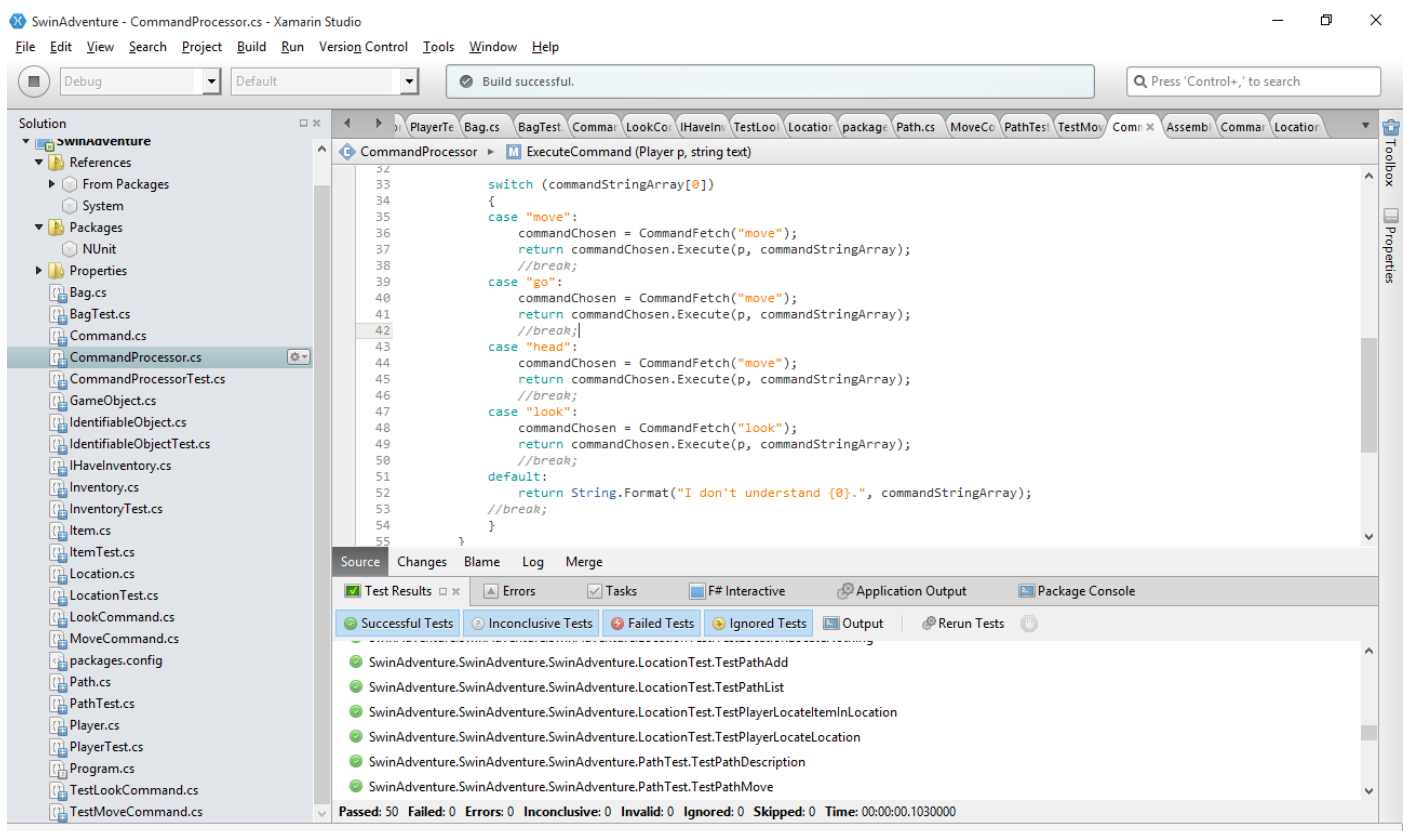
ULO2 – Use OO Language and Library

ULO3 – Design, Develop and Test using an IDE

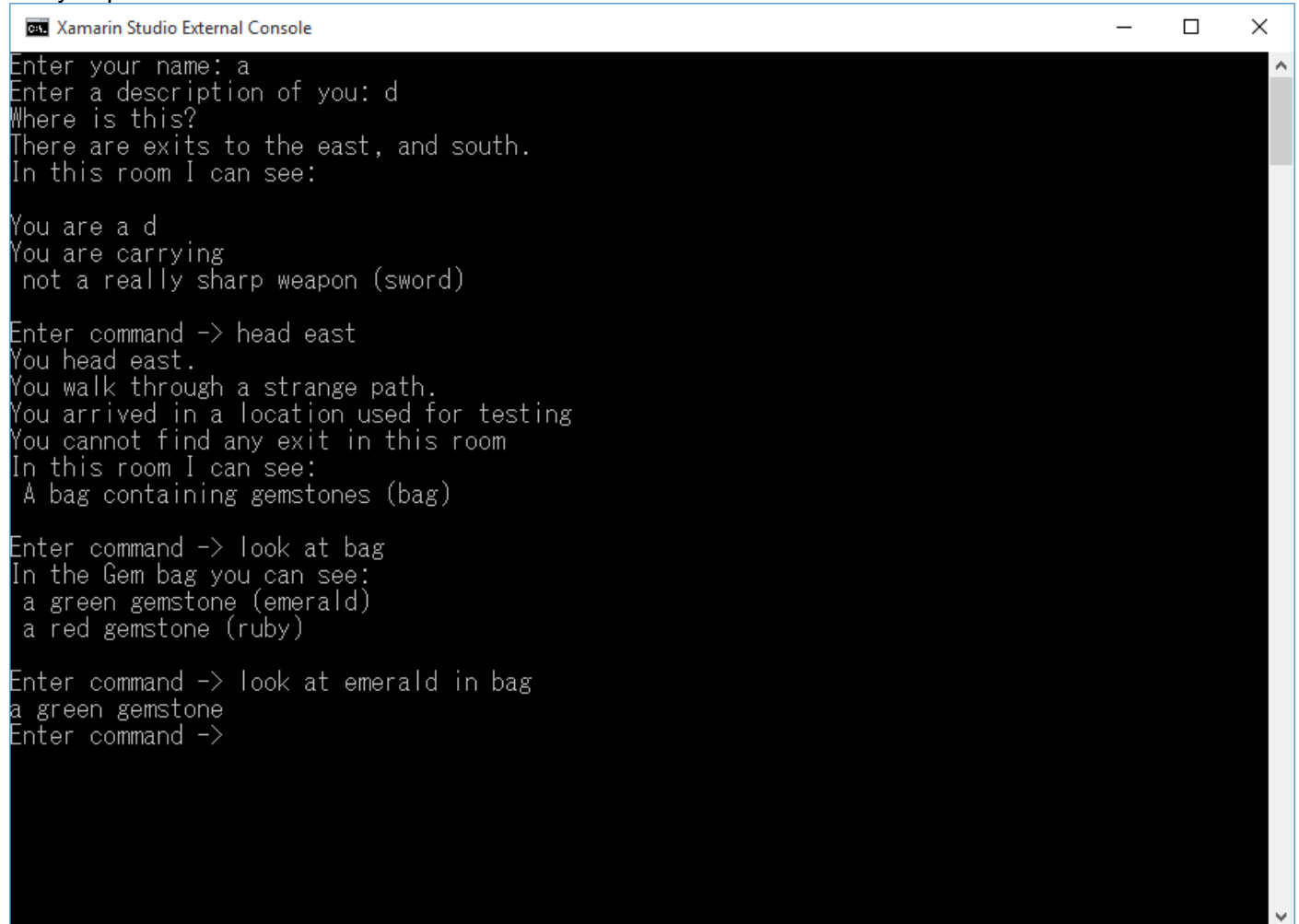
ULO4 – Communicate using UML Diagrams

ULO5 – Describe Elements of Good OO Design

IDE screenshots:



Early implementation:



```
Enter your name: a
Enter a description of you: d
Where is this?
There are exits to the east, and south.
In this room I can see:

You are a d
You are carrying
  not a really sharp weapon (sword)

Enter command -> head 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 -> look at bag
In the Gem bag you can see:
  a green gemstone (emerald)
  a red gemstone (ruby)

Enter command -> look at emerald in bag
a green gemstone
Enter command ->
```