Introduction to Programming

CMPT 120 and CMSC 120 • Fall 2012

Project 2 - v0.2

Goals

To begin development of your semester-long project: a text adventure game in the spirit of Adventure, Zork, Zelda, and others. Also,

- To set up your Git account and get it linked with the class Git Organization
- To practice using Git

Instructions

Starting with the work we've done in class and in our labs, begin a new project which we'll use throughout the rest of the semester and part of next semester. Initial requirements:

- ☐ Display the title of your game on the game page. [2 points]
- ☐ Put a *mailto* link on the game page so I can e-mail you if I get stuck. [3 points]
- ☐ Display the text for the starting location of your game in a textarea. [10 points]
- ☐ Implement four buttons: North, South, East, and West, each of which will take the player to a different location in your game. [10 points]
- ☐ Write one *event handler* function for each button. In each function: [15 points]
  - Declare a variable called *message*.
  - Initialize *message* to a string of descriptive text which describes that location in your game.
  - Call the built-in *alert()* function, passing it *message* as a parameter.
- ☐ Keep score. Add five (5) points **the first time** each time the player goes to a location. Display the score on the game page. [10 points]

Advice

Test, test, and test again. Then test some more. When you think you've tested enough, go back and test again. Then get someone else to test for you while you test theirs. Rinse and repeat.

Push your work to your Git repository early and often. While you're in there . . .

- Be sure to write meaningful commit messages.
- Practice using *diff* to see the differences between successive versions of your code.
- Practice reverting to an earlier version so that you'll have that option in the future.

Don't forget to test. A lot. Really. (Rilly.)

Submitting

1. Push your work to your Git repository **before** the class in which it is due.
2. **Print** and staple your source code **before class** and hand it in at the **start** of the class in which it is due. Remember to include your name, the date, and the assignment in the (copious, meaningful, and accurate) comments in your code.