**Java OOP mini project**

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My project will be a “Zork” “text based” game, but I would also like to include a gui, different classes and some problem solving, something that I wanted to implement was a loading screen too, this was the hardest part to make as I had to generate the strings manually and then loop it with a time interval using the timer method which I learnt to use by seeing examples in w3school, I have 4 different classes, one class creating a player profile, one main profile called “TENIC” that starts the game by also calling part1 and part2 classes with their methods. I also used an Array list to hold different objects that would later be in your inventory. I am very pleased on how this project came out and I genuinely have learnt a lot and recapped on some of the things we have covered last year too. I will continue to work on TENIC and try to develop it even further to try and make it a “zork”2.0.

Here is the link to the Repository for TENIC:

https://github.com/TurboNatee/TENIC.git