#3) Input parameters for each Method:

1. Main Method-(String [] args)
2. Explorer Method-(random)
3. Plot – ()
4. Navigate-(array Char)
5. Demolish-()
6. Build-(char)
7. Inventory-(char)

#4) Return Types for each Method:

1. Main Method-Return Void
2. Explorer Method-Return Array Char
3. Plot – Return Char
4. Navigate-Return Array Char
5. Demolish-Return Char
6. Build-Return Char
7. Inventory-Return Char

#5) Methods

Main() //Create a 100 X 100 world – call to other methods

Explorer() //Randomly place Explorer on Map-display active Region

Navigate() //Prompt the explorer for direction - Validate current location

Demolish() //Prompt the explorer for which plot to demolish- Validate plot status-Demolish-Update Inventory

Build() //Prompt the explorer what they want to build - Validate plot status –Validate Resources in Inventory- Build – Update Inventory

Inventory(Char) //Receiving resources and Providing resources and Keeping track of available resources (Return Char)

#6) All public methods

#7) None

#8) Classes

Game Class

Holds 2 methods:

1) Main Method

2) Explorer Method

Region Class

Hold 1 method:

1. Plot() 3 X 3 plots

Play Class

Holds 3 methods:

1. Navigate
2. Demolish
3. Build

Resources Class

Holds 1 method:

1. Inventory

#9) Who will write which methods?

Region Class : Utsha

Game Class : Nasr

Play Class: Alan

Resources Class: Kristine

#10) How long will this assignment take? April 27th