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Assessment One

1: Requirements

1.1

Name: Text Based Adventure Game

Problem Statement: Create a text based adventure game in C++

Problem Specifics: Use of the string class created for this assessment as well as class inheritance that is at least 2 levels deep.

**1.2 Input Information**

Enter ‘w’ to go north/add (-1,0) to mPosition, ‘s’ to go south/add (1,0) to mPosition, ‘a’ to go west/add (0, -1) to mPosition, ‘d’ to go south/add (0,1) to mPosition.

**1.3 Output Information**

**1.4 User Interface**

2: System Architecture

3: Source Code

4: Read Me