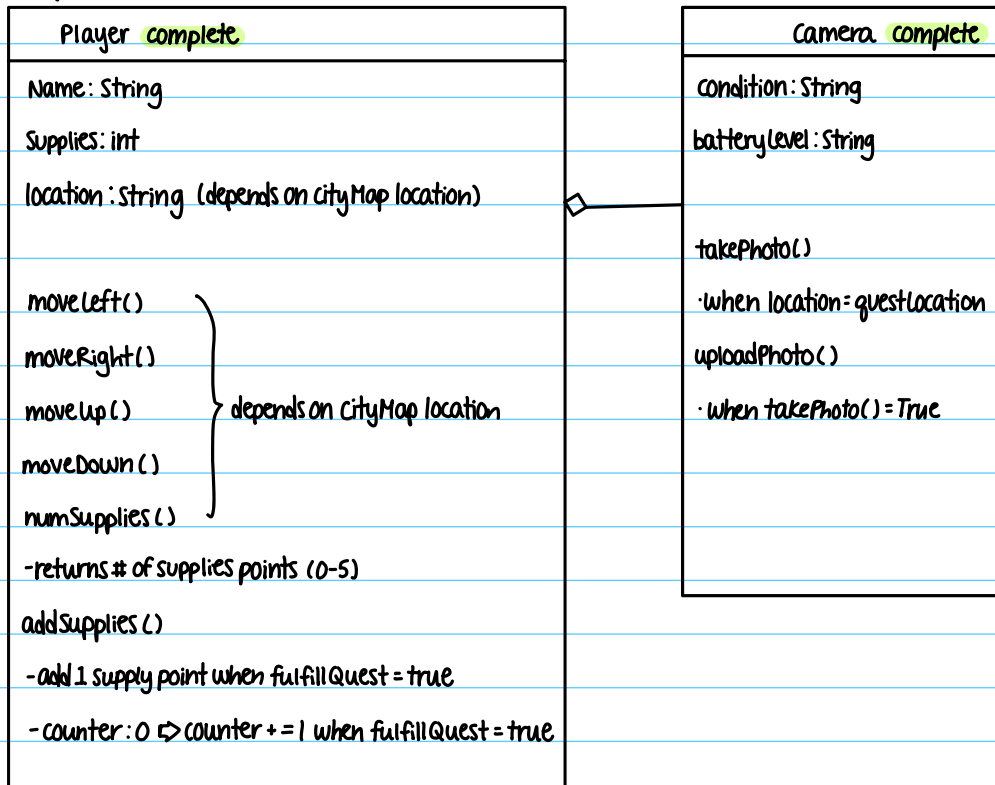
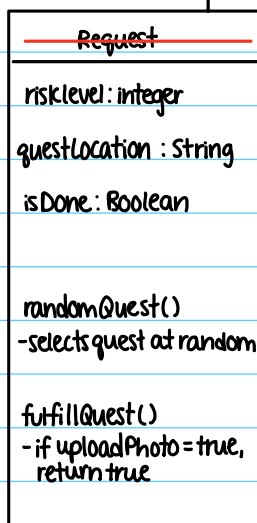


Player/camera methods:



Quest methods:

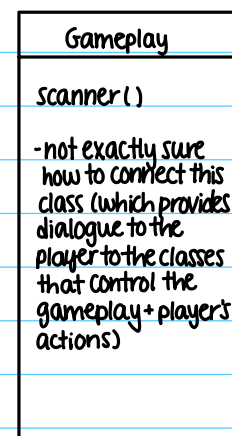
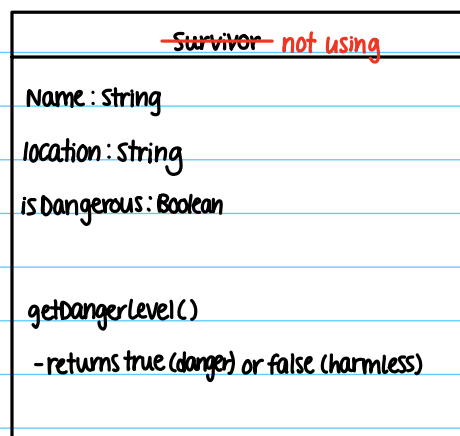


not using

· quests - photos w/ corresponding points

- sunrise on the pond = 1 point risk level = 1 pond sunrise
- sunset on the city from building roof = 1 point risk level = 2 roof sunset
- view from inside city hall = 1 point risk level = 3 city hall view
- view inside abandoned mall = 1 point risk level = 4 mall view
- view inside abandoned quarantine zone / hospital risk level = 5 hospital view

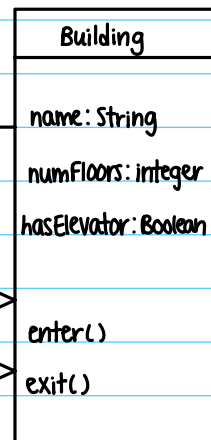
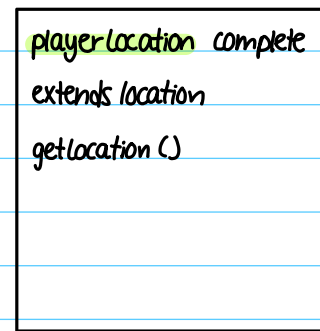
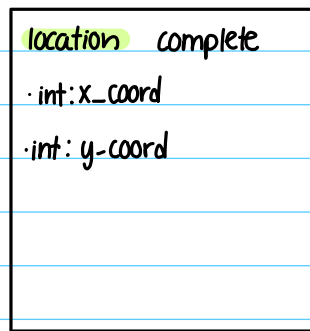
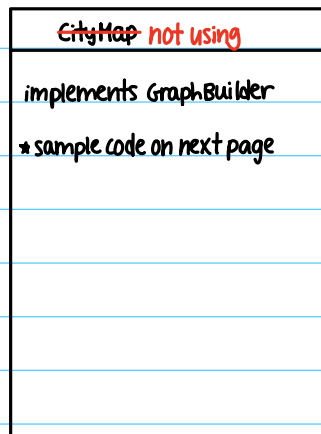
Other methods:



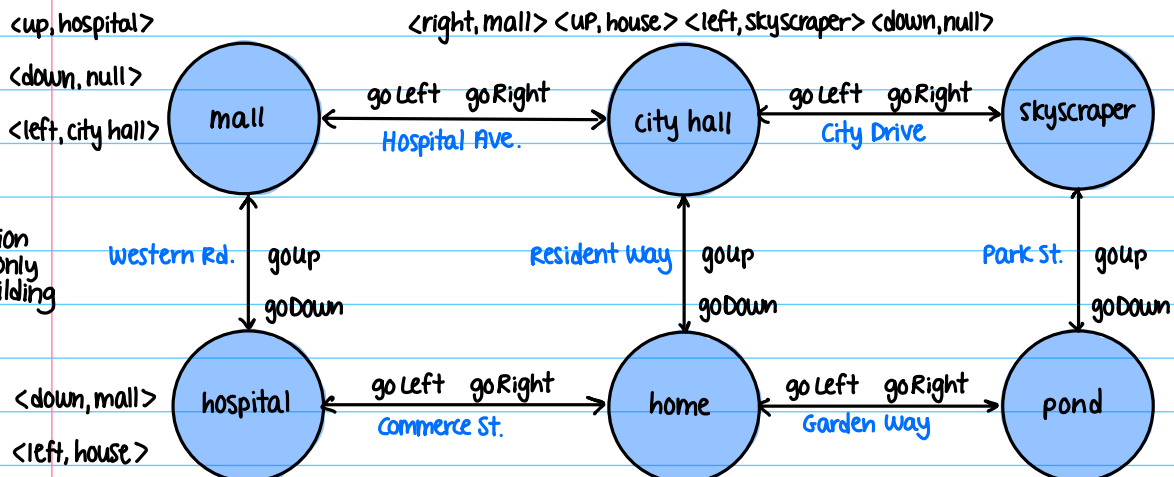
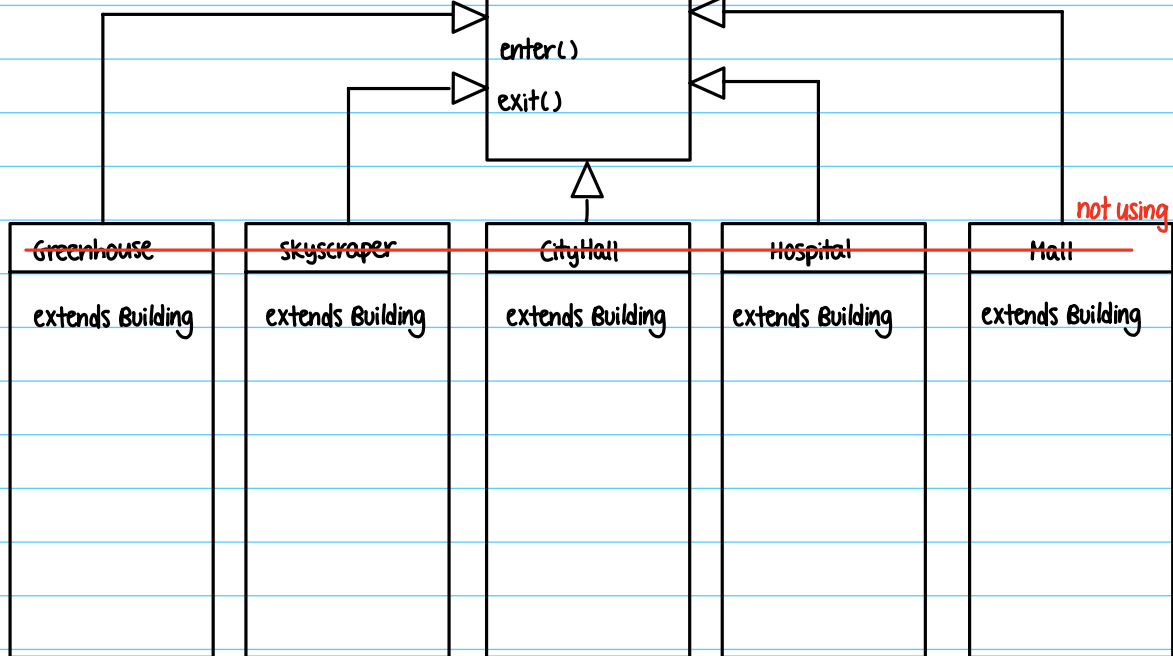
complete

methods:
getHelp()
acceptChallenge()
start game()
questOne()
questTwo()
whichWayUp()
wrongChoice()
questThree()
questFour()
questFive()

Locations/Map



complete → currently constructing Hashtable that stores <direction, Building> to help orient players as they move towards their destination using "up," "down," "left," and "right"



Graph Builder ex code:

```
ImmutableGraph<Skyscraper> myGraph = GraphBuilder.undirected()
```

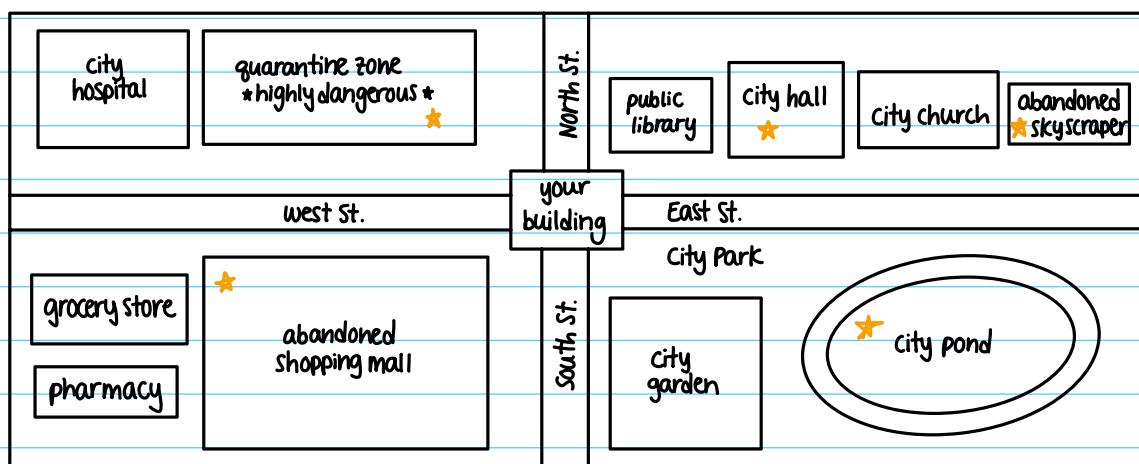
```
.<Skyscraper> immutable()
```

```
.putEdge(pond, cityHall)
```

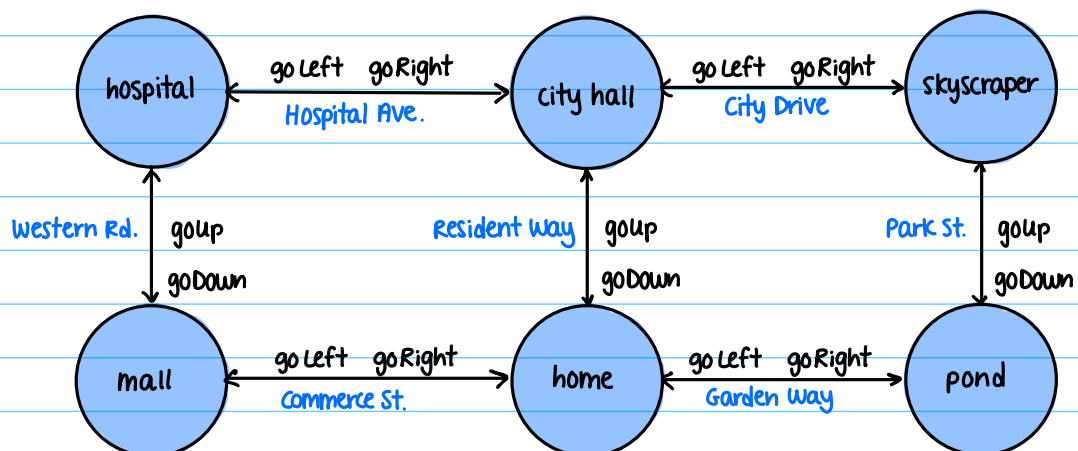
```
.build();
```

```
System.out.println(myGraph);
```

initial sketch:



nodes + edges



game loop? ⇨ keeps game going until win / lose condition is met

⇨ still playing?