

**COE312 Software Design for Engineers**

**Homework 1: Java Programming**

**Academic Integrity Pledge**

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| As a student of American University of Sharjah, I here by state that I will abide by the AUS Integrity Pledge that:   * I will hold myself accountable for all that I say and write. * I will hold myself responsible for the academic integrity of my work * I will not carry out unauthorized copying or printing of the work of others * I will not misrepresent my work nor give or receive unauthorized aid * I will behave in a manner that demonstrates concern for the personal dignity, rights and freedoms of all members of the community * I will respect university property and the property of others; and * I will not tolerate a lack of respect for these values.   **Student Name:**  **Student ID:**  **Student Name:**  **Student ID:** |

**Link to GitHub repository:**

**Java code**

*Please add subtitles with the class names. Paste the code,* ***not*** *screenshots of the code.*

**Sample Output**

1. Paste screenshots of output showing going to each location and interacting with all objects and characters. Show in at least 1 screenshot the start and end of the game.
   1. Dining Hall
   2. Library
   3. Potions class
2. Paste screenshots of output showing invalid input:
   1. incorrect command
   2. invalid character
   3. invalid object