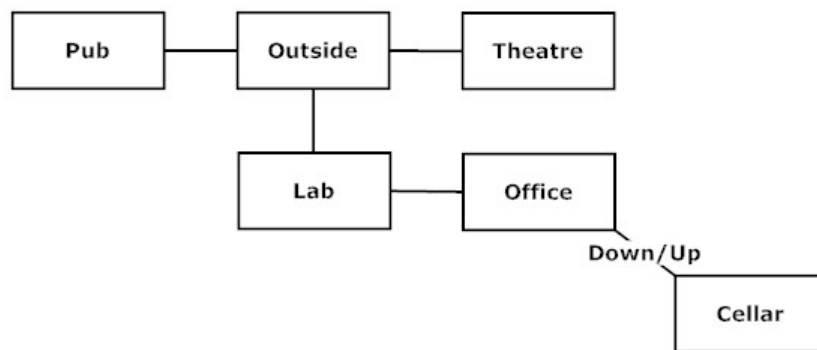


Stage 2: World

Now that you have spent time familiarizing with the code that you were provided with, it's time for you to really start to change the world to make it your own. In this stage, you will begin by implementing your own world.

1. If you have not already, draw a block-map of your world. In a block-map, each room in your world is represented by a block. The ability to travel from one room to another in your world is represented by a line between two blocks. For cardinal directions (e.g., north, east, southwest) draw straight line following the directions on a compass. Other connections should be represented by a line that is tagged with the direction pair indicating the direction the player must travel to get there. One-way passages should be indicated with an arrow showing the direction of travel. Here is an example from the Campus of King's:



To make this easy, I found an online tool that you can use: www.draw.io. I will recognize this file format if you use it. Feel free to have several block maps to represent your world if it will make it easier to represent all of the rooms of your world. Place these files in the “documents” directory of your code repository.

2. Each block in your block-map represents a room (an area) in the game. Descriptions need to provide enough information to make your game playable. The easiest way to write descriptions is to do so in your game design document. Many of you have already started this. If you haven't, add a section to the end of the document entitled “Room Descriptions” and list each room in your game with its description. Once you've got it written there, then it'll be easy to cut and paste it from your game contract document to your code (watch out with special characters that Word allows but regular text does not). This way, your descriptions are also free of typographical errors.
3. When you have your block diagram and your descriptions, you are ready to implement your world. The modify the World's `createRooms` method to include all the Rooms in your game.
4. Once you have all your rooms, set all the exits. Be sure to lock doors that should be locked.
5. Implement an `unlock` command. At this point, you will not have any keys but it will be easy to add that once we do.

At the end, your goal is to have an implementation of your world that player can walk around.

Deadline: Be sure to complete this by the assigned deadline.