

## Stage 5: Non-Player Characters

Non-Player Characters (NPCs) are found in most games and include all the people that your player will interact with in the game (but not the monsters in the game). NPCs include people and elements of your game (e.g. computers) in which your player will interact by having a “conversation.”

1. ~~To implement NPCs, you will need to create a `Character` class with the following fields:~~
  - ~~(a) a name~~
  - ~~(b) a room where you will find the character so that the NPC can affect the room (if appropriate)~~
  - ~~(c) a `triggerWord` (or key), and~~
  - ~~(d) a `Conversation` object which will contain a map of the conversation. I am providing you with the `Conversation` class; as well as an example of how to use it in a `ConversationTest` class which you can download and add to your project, and~~
  - ~~(e) an inventory (if appropriate)~~
2. ~~Add your NPCs to your `World` class. This should be a separate method that:~~
  - ~~(a) instantiates `Character` objects~~
  - ~~(b) adds any items a character may hold~~
  - ~~(c) sets up the conversation object for that character~~
  - ~~(d) adds the character to `HashMap` which stores all of the characters in the world~~
3. ~~Add characters to the `Room` where they can be found. Be sure that the player is told that there is a character in a room when appropriate. You can do this either by modifying the description of the room to include the fact that a character is always there, or you can implement a character string (like your exit string or item string) which prints whenever a character is in the room the player enters.~~
4. Add a SAY command to handle the start of the conversation by calling the `startConversation` method that will handle the response of the NPC to the Player.

As an example, here is a transcript of a conversation:

NPC: speaks (key)

Responses:

A. Response 1

B. Response 2

C. Response 3

Enter the letter of your response: A

NPC: speaks (keya)

Responses:

A. Response 1

B. Response 2

Enter the letter of your response: C

NPC: speaks (keyac)

Responses:

- A. Response 1
- B. Response 2
- C. Response 3
- D. Response 4
- E. Response 5

As usual, continue to improve your game by working on the game play. Each room's description(s) need to give the player enough information to be able to make progress through the game. Make it easy for the player to read by using escape characters ('\t', '\n', etc.) in your descriptions. This is critical for making your game enjoyable to play.

In order to continue you must:

- Implement at least one NPC “conversation” with your player.
- Implement SAY (or equivalent)
- Update your design document to include a list of NPCs, where each NPC is located in your world, and a description of the interaction with each NPC.

When you are ready upload your project archive (from Github) to Moodle for review. Your submission will be reviewed within 48 hours (often sooner). The review process will ensure that you have completed this stage before allowing you to progress to the next stage.