Name: Brendan Corazzin

Assignment: Final Project

Date: 6/4/2017

Program Design

* The problem to be solved: develop a text based game where the player travels through spaces to win the game. The game must have the following elements:
  + The game must have three different types of spaces and at least six total spaces
  + Each space must have four pointers that link it to other spaces
  + The player will be able to collect items as they move through the rooms
  + The player must have a container to hold items and the container must have a limit on how many items it can hold
  + The player must interact with the spaces, not just move through them and collect things
  + There must be some sort of time limit on the game
  + Game requires a menu and the menu must explain the game and the goal
* Game description: The player wakes up stranded on a tropical island. When they wake up, they are laying on the island’s south beach. The only thing they have with them is a backpack. The object of the game is to find a way off the island. There are 8 different spaces on the island: the south beach, a forest, a river, a spring, the north beach, a temple, the west beach, and the last space is a container for the “edge” of the spaces. All of the spaces are completely unique with the exception of the beaches. The north beach and the south beach are almost the same. On the west beach, there is a fishing boat with a small crew that the player can use to leave the island, but the temple serves as a barrier to this beach.
* Identify the inputs:
* Desired output:

Class Diagram