

Homework, Week 6, part C

lightprogramming

September 29, 2016

Implement Barski's code. This includes `(have)`, `(game-repl)`, `(game-read)`, `(game-eval)`, `(game-print)`, `(tweak-text)`, and `*allowed-commands*`. My code is *wiz-2.lisp*. Then, walk around your world and look at things.

Your take-away from this assignment is to understand how the implementations of `read`, `eval`, `print`, and `loop` (`(game-repl)`) work.

Optional: Add as many places, objects, and commands as you like. One good command to add is `(quit)`.