

### Purpose

---

The purpose of this lab is to continue practicing working with classes as well as continue working with our C++ syntax.

### Instructions

---

In this program, you will create a simple text adventure game. Your player should be provided with a game "world" that has the following features:

- A minimum of four (4) rooms/areas to explore
  - Each room/area should provide the player with a brief description
- Objects and characters for the player to interact with
- Some way of tracking player progress/success
  - Wealth, health, experience, etc.
- A means for the player to enter commands, either by menu, or perhaps a command prompt that takes single letter commands
  - Like N,S,E,W for movement

You are also required to create a map of your game world and submit it with your lab. It may be handwritten and turned in the day the lab is due.

Do not neglect your game's narrative -- try and draw your player in to the game world with an interesting story.

### Objectives

---

- Continue to practice C++ decisions
- Continue to practice C++ loops
- Continue to practice OOP
- Design, Implement, and test C++ Member Functions

### Notes

---

- Your entire lab should be contained in your class(es).
- This means inside of main nothing happens except to start your game. i.e.
  - `YourGame game;`
  - `game.Start();`
- This also means that the only Public member function is your Start function

### Requirements

---

Your code must follow the styling and documenting guidelines presented in class.

[10 pts] - Your program source code must be documented correctly.

[10 pts] - Your program source code must be neatly and consistently formatted.

Your program must provide the features described above.

[10 pts] - Use CinReader to handle **all** user keyboard inputs.

[40 pts] - Implement a minimum of (5) member functions. Your functions must be substantial, i.e., they must contain the important functionality of your game. For example, a function representing a room would be a good idea).

[5 pts] - The player must be able to enter commands or select menu options.

[5 pts] - The player must be able to move to each room and see a brief description of the room when she or he enters

[5 pts] - Each room must have an object, character, or puzzle for the player to interact with

[5 pts] - The player's progress must be measured in at least one (1) way

[10 pts] - You must submit a document with your game map on it

**Please Note: You will lose points for global variables and incorrect OOP practices (Encapsulation, Header Guards, etc)**

***IF YOUR PROGRAM DOES NOT COMPILE YOU WILL RECEIVE A ZERO!!!***

### Deliverables (via Blackboard)

---

Files need to be uploaded/attached to the Assignment Submission on Blackboard. You should have at least 3 files:

- Your main.cpp (which just starts your game)
- Your interface file
- Your implementation file

### Challenge

---

You may expand this program for extra credit. Try adding more rooms, different goals, etc. Be creative!