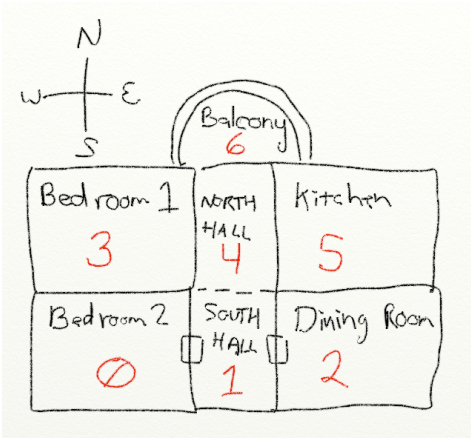


Directions for Text Adventure text game in Kotlin

Francisco I. Rodriguez edited this page on Apr 14 · 22 revisions



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Assignment: Create a Text-Based Adventure Game in Kotlin

Objective

Instructions

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Assignment: Create a Text-Based Adventure Game in Kotlin

Objective

In this assignment, you will create a text-based adventure game using Kotlin. The game will guide the player through a series of rooms in a house, each with a description and available exits.

Instructions

- Create a new Kotlin file in IntelliJ (in folder **unit06** for this project).
- Create a main function in your Kotlin project.
- Inside the main function, do the following:
 - Create an array (arrayOfNulls) called **roomList** with 7 elements, each containing another array with room information.
 - Fill each element (arrayOf) of **roomList** with room descriptions and available exits:

```
Room 0 - Bedroom 2
Room 1 - South Hall
Room 2 - The Dining Room
Room 3 - Bedroom 1
Room 4 - North Hall
Room 5 - The Kitchen
Room 6 - The Balcony
```

- Initialize a variable called **currentRoom** and set it to 0.
 - Initialize a variable called **done** and set it to **false**.
- Create a loop that runs until **done** is true:
 - Display the description of the current room.
 - Ask the user for the next move, expecting a single letter (n, e, s, or w).
 - Read the user's input and convert it to lowercase.
 - Based on the user's input, find the next room:

```
If the user enters "n", get the room to the North.
If the user enters "e", get the room to the East.
If the user enters "s", get the room to the South.
If the user enters "w", get the room to the West.
If the user enters an invalid input, display an error message and ask for input again.
```

- Check if the next room is valid:

```
If the next room is null, display an error message saying that the user cannot go that way.
If the next room is valid, update the current room to the next room.
```

- Test your game by running the Kotlin project and playing through it. Ensure that the game works as expected and that all rooms and exits are functioning correctly.