

## Project Text-Based Adventure: Requirements Documentation

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**Instructions:** The requirements documentation lays out what your program will accomplish. The text based adventure program shall be, at least, able to navigate a world and interact with object. In your requirements document, please layout what type of interface you want (command line) and what commands the user will use to interact with the world. Be sure to give a description of each command that you wish to use. Do create a mock screen-shot of the what you expect the game to look like. Please use UML use cases to describe the game.

### Communication:

Communication is vital to a team project, especially with class members that work remotely (the online users.) First, establish how you want to communicate with one another, you can look in your repository and communication via the communication.txt file. Note: how you communication will be graded! All team members must be given ample opportunity to contribute to the project. Please outline what tasks each member has done.

### How to turn in:

Turn in via GitHub in the documentation/requirements directory. Note, that a github repository has been created for your class project! Any team member may push via IntelliJ (VCS ↑) OR use the command line:

- \$ git add <files>
- \$ git commit
- \$ git push

**Due Date:** March 1, 2016 2359

**Teamwork:** Full teamwork is encouraged, please use your teammates and feel free to use internet resources. If you use outside resources, please site.