

All of the test cases passed. This question is complete.

Submit Work

Upload your source code files

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text_adventure.cpp



Test Code

Number of attempts: 37

CS 002 - Assignment 7: Text Adventure

Collaboration Policy

We encourage collaboration on various activities such as lab, and textbook exercises. However, **no collaboration between students is allowed on the programming assignments.**

Submission Instructions

Submit in Canvas. Make sure to name your file textadventure.cpp

Assignment Specifications

For this assignment you will write a simple text adventure game. Within this game the player will travel from room to room choosing which door to traverse through.

Game Specifications

Every room in the game has 4 doors for the player to choose from, each associated with an uppercase direction: N, E, S or W. Three of the doors open up to another room, and the 4th door is an exit from the game. Of the three non-exit doors, one will send the player to a room containing a monster. Another will send the player to a room containing a genie. The third non-exit door will send the player to a room that has a picture.

The player will begin the game holding two types of items, bananas and oranges. The player should start out with 5 bananas and 3 oranges.

For simplicity. There are two possible alignments of the 4 doors. At the beginning of **each** turn this random alignment is decided. For clarification on implementation we will refer to these alignments as 0 and 1.

Alignment 0

N: Monster
S: Genie
E: Picture
W: Exit

Alignment 1

N: Exit
S: Monster
E: Genie
W: Picture

IMPORTANT: Only 1 random alignment is chosen per turn. If the user does not enter a valid directional door choice (N/E/S/W), keep asking for a direction but **DO NOT** get a new random alignment value.

Door Actions

The game should ask the player to choose a door to step into. If the player steps into a room with the monster inside, the monster will steal all of the bananas and oranges the player is holding. If the player steps into the room with the genie inside, the genie will give the player 2 additional bananas and 1 additional orange. If the player steps into the room with the picture inside, the game should just draw the picture to the screen but no other reward is granted. Finally, if the player steps through the door to the exit, the game should end. When the game ends, give the player her combined and individual scores. The combined score is the total number of bananas and oranges the player is holding when finding the exit.

Functions

You must write a function for each door. When the player chooses a door in a certain direction (N/E/S/W) -- and only one of those values -- the program should call the function for the door in that direction or end the program if she chooses the door to the exit. Some of these functions will use reference variables for all or some of their parameters.

You MUST use these function names and **use the specified number and types of parameters** for each function. Here is what each function must do: