

Bork Group 3a

Due: November 22 @ 11:59pm

Implementation Part 1

For group project #3a, your team will fully implement (code) and debug your game engine's **standard features**.

Recall that the standard features were described in detail in Bork Group 1 assignment description, and that your code must work *exactly* as described, with `.zork` files in *exactly* the format described. This is so that every team's engine works (in part) in the same way and I can therefore reliably and efficiently test everybody's functionality.

I have included the sample `.zork` file that appeared in the Bork Group 1 description. It includes instances of all the standard events

(Score, Wound, Die, Win, Disappear, Transform, and Teleport) that you may use to test that your game engine works properly. All the events, when triggered, should work exactly as described.

Additionally, I will expect to be able to type `"health"` and `"score"` at the Bork command prompt and see proper and meaningful output.

Submission

To submit this assignment, share your remote repository with me so that I can download your code. I will grade based on the commits that are committed *by* the assignment due date.

Below are my usernames for Github and Bitbucket (FYI they are different). If you are using something else, please let me know ASAP.

Github: jzeit

Bitbucket: jzself