

The Adventure Game

In this challenge, you'll be creating a text based game, using a HashMap.

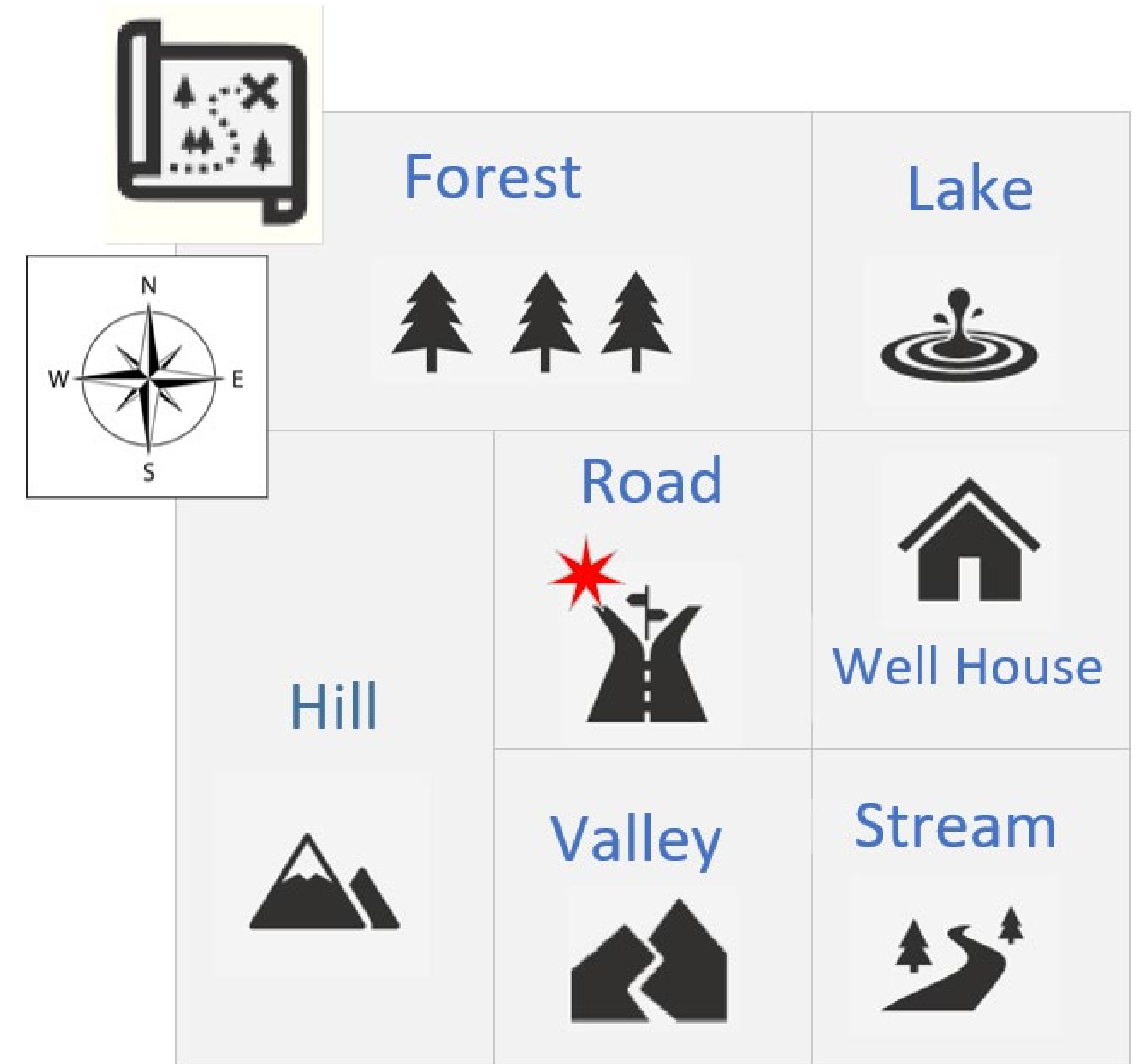
This game will be loosely based on the original **Colossal Cave Adventure**, which was one of the first adventure games, that came out years and years ago.

The Adventure Game's Conceptual Map

This slide shows a conceptual map of the game I want you to build.

The game starts, with the user standing in a road, in the center of the map.

North would take the user to the Forest, South would take the user to the Valley, East would be the well house, and West would be the Hill.



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You'll want to use two HashMaps in this challenge, one for the board locations, and one for the next places data.

This slide shows one way to structure your data.

key (String)	value (Location)		
String	Description: String	Next Places: Map	
"stream"	"near a stream with a rocky bed"	key	value
		W	"valley"
		W	"well house"
"well house"	"inside a well house for a small spring"	key	value
		W	"road"
		N	"lake"
		S	"stream"

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Use a HashMap for the game board locations, keyed on a short descriptor, road or stream, for example, or some other key of your choice.

Your Location class should have a location description, and could also have a field, a HashMap, to store next places to go from there.

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Use the console to describe to the player what their current location is, (starting at the road), and show them what options they have to go from here.

Prompt the player to enter the direction they want to go next.

Continue to play until the user quits, Q for quit for example.

```
*** You're standing inside a well house for a small spring ***  
From here, you can see:  
• A road to the West (W)  
• A lake to the North (N)  
• A stream to the South (S)  
Select Your Compass Direction (Q to quit) >>
```

The Adventure Game Bonus

A bonus part of the challenge is to allow customizations to the board locations, as well as the next place directions.