SWIN_ADVENTURE GAME

Iteration I

Identifiable Object

In iteration I you will create an Identifiable Object which will become a foundation for many of the objects in the Swin-Adventure. Identifiable objects have a list of identifiers, and know if they are identified by a certain identifier.

Attributese

_identifiers, which is a List<string>

Constructors

The constructor Identifiable Object adds identifiers to the Identifiable Object from the passed in array.

AreYou() method

This method checks if a given identifier (id) is present in the _identifiers list. It returns a bool value (true if identified, false otherwise).

FirstID (readonly property)

returns the first identifier from _identifiers, or an empty string if the object has identifiers

AddIdentifier() method

Add Identifier converts the identifier to lower case and stores it in _identifiers

PrivilegeEscalation() method

Checks if the provided pin matches the last 4 digits of your student ID. If it does, it replaces the first identifier in the object's _identifiers list with your tutorial ID; otherwise, it does nothing. T