School of Science, Computing and Engineering Technologies

Object Oriented Programming

Pass Task 4.2: Case Study — Iteration 2: Players, Items, and Inventory

Overview

Object-oriented programming makes best sense with larger programs. The case study will be your opportunity to create a larger program and better understand how the object-oriented approach can make it easier to create complex software solutions.

Purpose: Demonstrate the use of inheritance and polymorphism in the case

Task: study. Understand the case study program and implement iteration 2.

The task contains personalized requirements

Deadline: Due by the end of week five, **Fri, 6 June 2025, 23:59:00** (Firmed).

Submission Details

All students have access to the Adobe Acrobat tools. Please print your solution to PDF and combine it with the screenshots taken for this task.

- Program source code
- Test source code
- Screenshot of unit tests passing

Instructions

1. Review the *Case Study Requirements* document. It outlines what you need to create.
2. For this week aim to complete Iteration 2.

> **Note**: At this point there will not be a "program" as such, just a set of unit tests that help demonstrate that your solution is moving towards completion.

Once your tests are working correctly get a screenshot of the tests passing and submit them along with the code.

Assessment Criteria

Make sure that your task has the following in your submission:

- The program is implemented correctly based on the case study description.
- The “Universal Task Requirements” (see Canvas) have been met.