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Class: 162

Final Project

REFLECTIONS DOCUMENT

NOTE: gameScript.pdf details steps needed to win the game. A map of the rooms can be found in map.pdf.

Discovering Requirements

For this final project, a game must be created incorporating rooms traveled in. The player must travel the rooms and collect items.

Design Description

A linked list will hold the room objects, as well as the derived rooms. A player class will hold the inventory items the player has gathered, as well as any information concerning the player. Inside the Player class, there will be a inventory vector containing inventory objects that the player has picked up. The player will collect things and also interact with the rooms. A strict sequence of

collecting object and interacting will be required to win the game.

Test Plan

All rooms will be tested for working status. The entire game will be run through to ensure proper functioning of all logical paths.

Test Results

All rooms were tested for correct linking. All rooms were found to be linked correctly. All logic paths in the game were followed, and found to be correct.

Comments About How Design Problem Was Solved

The use of a linked list facilitated the maze structure of the game. In each list node was placed a class representing the rooms. Rooms with special interactions were derived from a parent room class, with the additions built in.