# Zork++

## Phase 1

### Use Case

### UML Diagrams

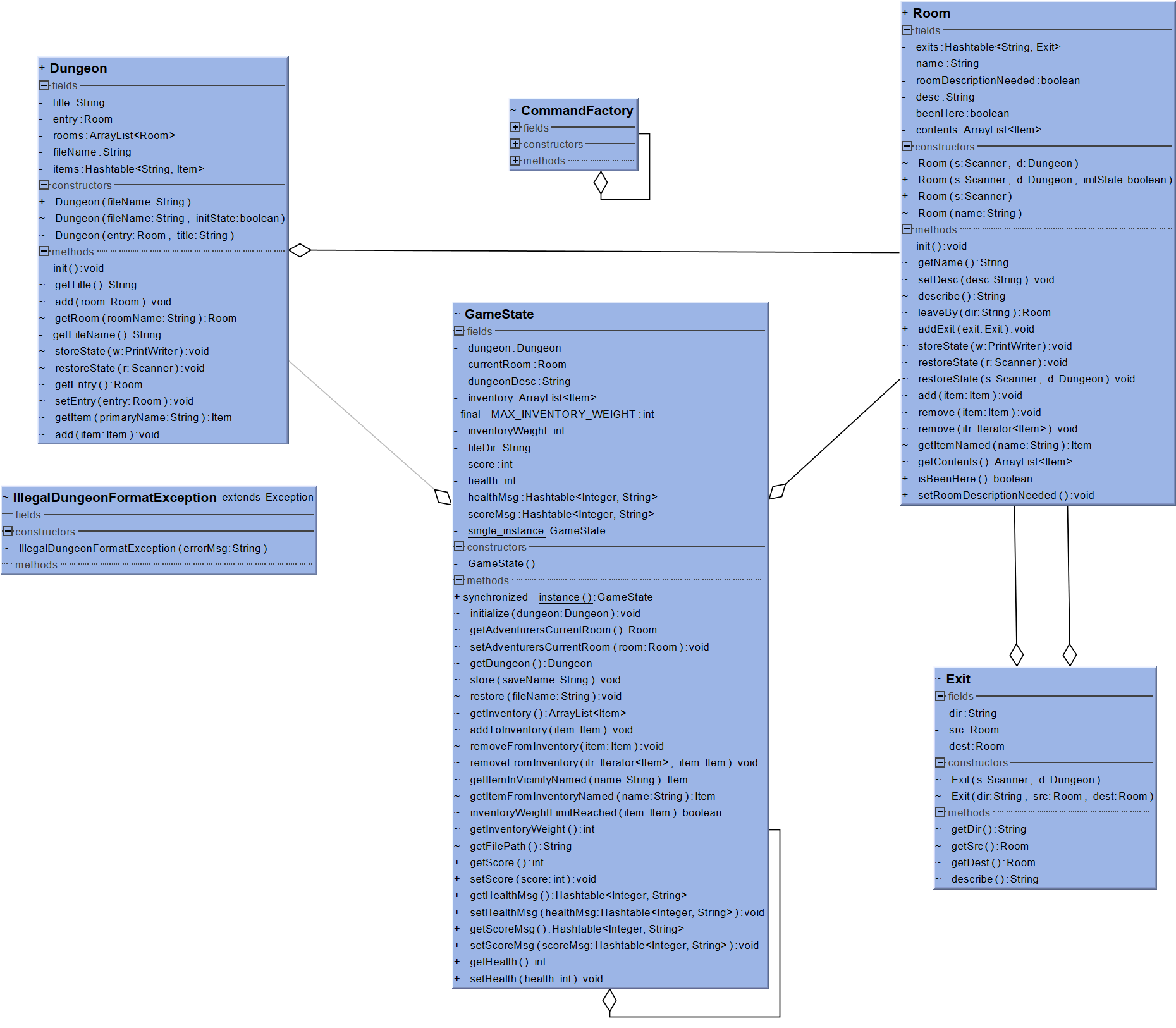


Figure 1: Zork++ Main classes diagram

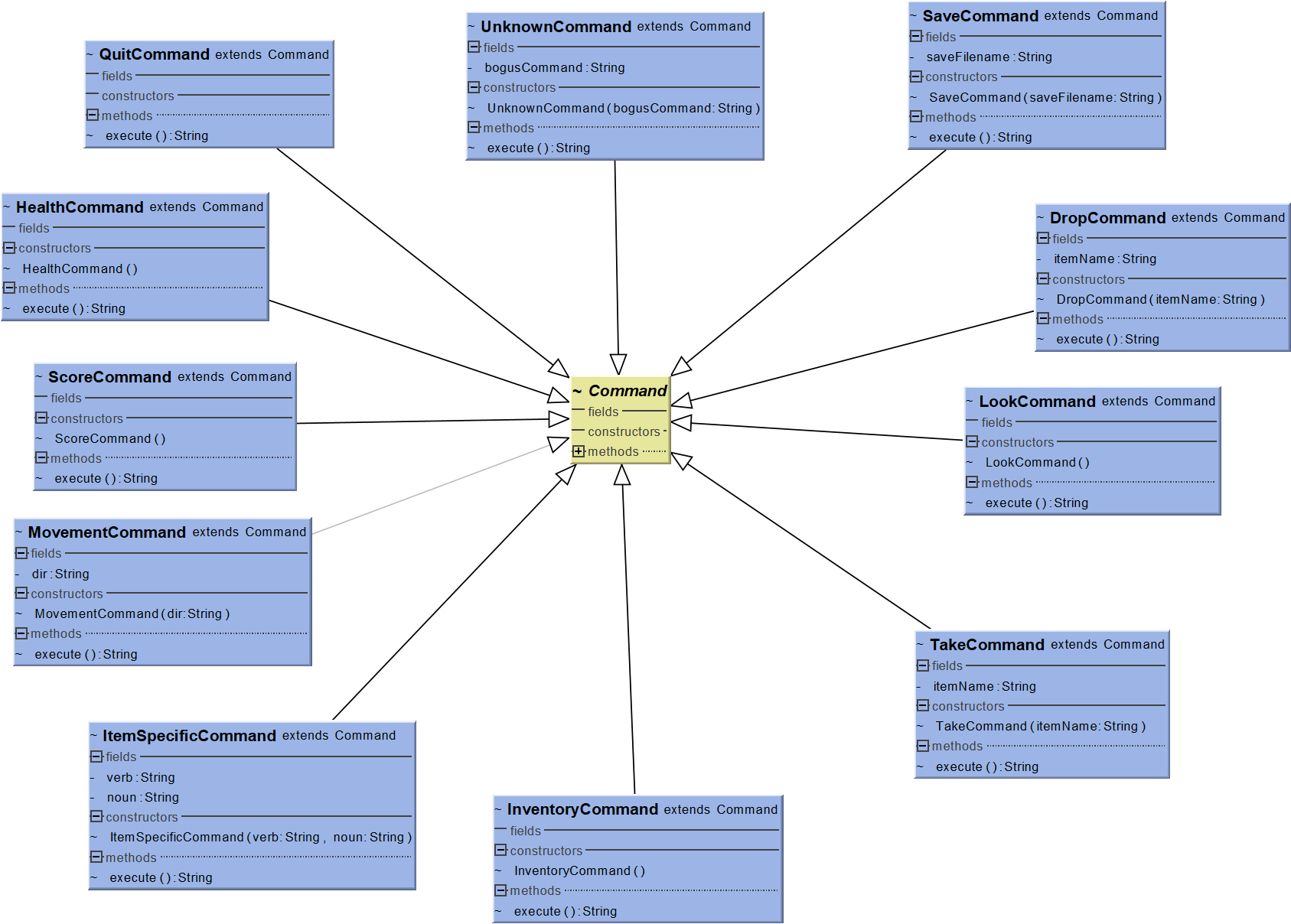


Figure 2: Zork++ Command classes diagram

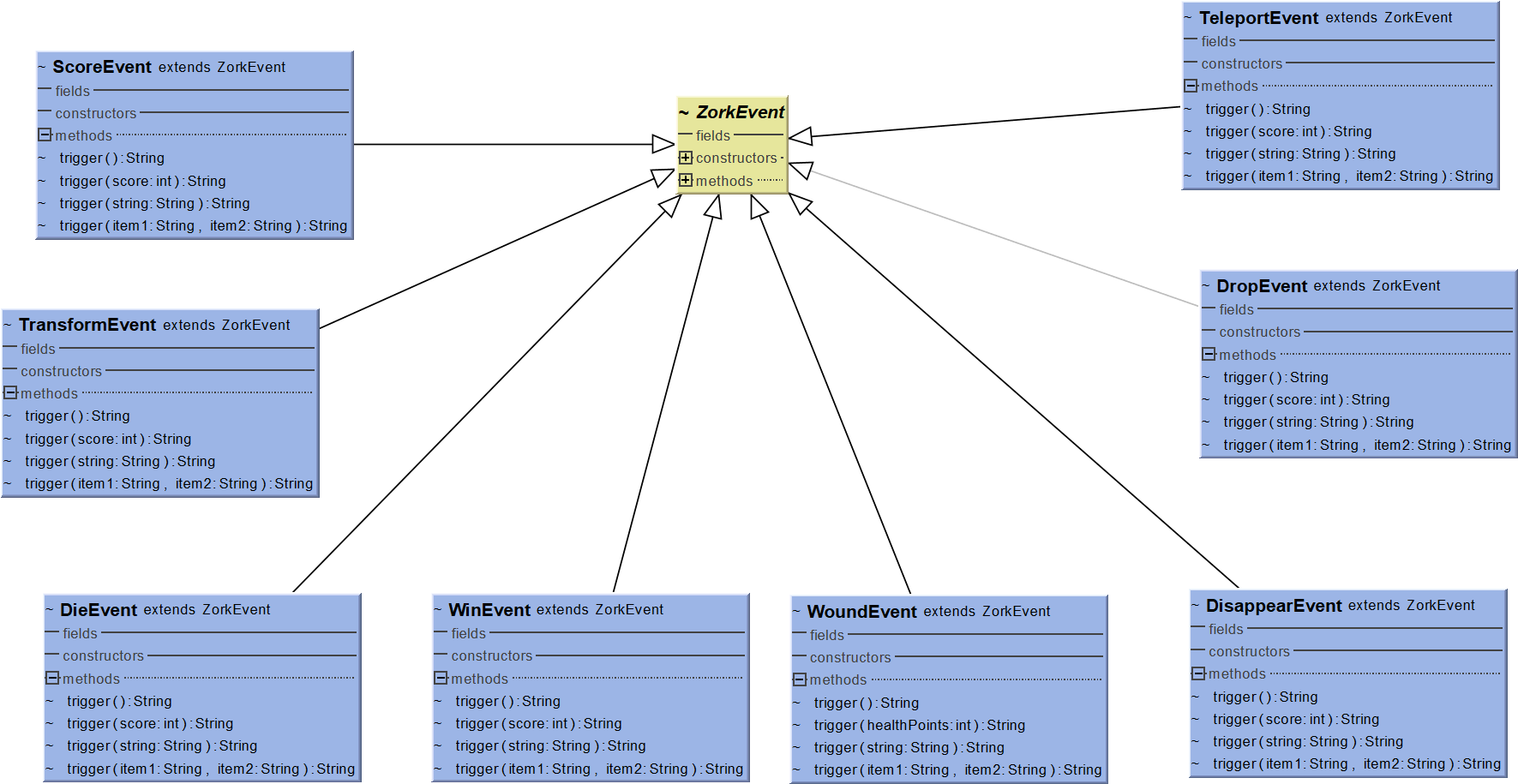


Figure 3: Zork++ ZorkEvent classes diagram

### Sequence Diagrams

### Canonical Examples

### Zork File Format Description

Line 1 – Dungeon name

Line 2 – Zork version (Zork++)

Line 3 – === delimiter

Line 4 – key word (either Items, Rooms, or Exits), followed by a colon (:)

Key word Items, followed by a colon (:)

Multiple items until delimiter (===)

* Each item consists of:
  + Primary name and optional aliases separated by a comma
  + Item weight (int)
  + One or many optional commands, optional events (in square brackets), optional event parameter (in parentheses), delimiter (:), message
  + Delimiter (---)

Key word Rooms, followed by a colon (:)

Multiple rooms until delimiter (===)

* Each room consists of:
  + Room name
  + Room contents (Key word Contents: items inside that room, separated by a comma), if applicable
  + Room description (multiple lines)
  + Delimiter (---)

Key word Exits, followed by a colon (:)

Multiple exits until delimiter (===)

* Each exit consists of:
  + Current room
  + Valid direction
  + Room destination
  + Delimiter (---)

### Save File Format Description

Line 1 – Zork version save data

Line 2 – Dungeon file name, preceded by “Dungeon file” and a colon

Line 3 – Key word Room states, followed by a colon

Multiple rooms until delimiter (===)

* Each room consists of:
  + Room name
  + beenHere boolean, signifying if the user’s current room is the room they last entered in the previous game
  + Room contents (Key word Contents: items inside that room, separated by a comma), if applicable
  + Delimiter (---)

Key word Adventurer, followed by a colon

Key word Current room, followed by a colon and the name of the room the user last entered in the previous game

Key word Inventory, followed by a colon and the items the user possesses, separated by a comma

Key word Score, followed by colon and the user’s score for the previous game

Key word Health, followed by colon and user’s health in the previous game (measured in hp)