

CS 120: Object-Oriented Software Development(Spring 2022)

Project Feature: Appearing Exits

Due Date: **Wednesday, April 27, 2022**

Exits can be made to appear or disappear depending on a players actions.

Implementation

1. Add an additional field to your `Door` class to indicate whether the door is visible (this should be a boolean) and then test each door's visibility before listing it as a possible exit to the player.
2. Test to make sure a door is visible before a player can move through it.
3. When an action occurs where a door becomes visible, simply change the boolean value to make the door visible.
4. When an action occurs where a door becomes invisible, simply change the boolean value to make the door invisible.
5. *Be sure to test your project thoroughly and check your changes into Github.*