

CPSC 223J Project 1: ZORK, due 30 Oct 2020

Your name (plus TWO additional team members if working as a team):

Kyle Vu

Repository (print): <https://github.com/>

kylenvu

/ java-zork-project

Verify each of the following items and place a checkmark in the correct column. Each item incorrectly marked will incur a 5% penalty on the grade for this assignment

Finished	Not finished	
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Have recreated the console, text-only, Zork I game, like the original MIT game, that has a player explore a world of connected rooms, collecting items that help in his/her journey, fighting off Monsters as they appear, and collecting treasure.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Implemented the maze using Room, Wall, and Door classes following the Factory Method or Builder Design patterns, as laid out in the Map on p. 1 of this rubric.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Supplied the labeled map to your game, with the Rooms, Doors/Windows, Locks, Items, and Characters in the game marked. Recommend using graph paper.
	<input checked="" type="checkbox"/>	Created all of the Rooms in the original Zork I game, including all of the items and monsters in those rooms (see map on first page of this project description).
	<input checked="" type="checkbox"/>	Created all of the Commands in the original Zork I game (see list of Zork commands), and the Java classes needed to implement them, including full command, shortcut (if applicable), what the command acts upon, and the action that it takes.
<input checked="" type="checkbox"/>		Created a working command parser that handles directions (N, SW), single verb commands (DIAGNOSE), verb-noun commands (DRINK MEDICINE), verb-preposition-noun commands (LOOK INSIDE CABINET), and commands that address a given character.
	<input checked="" type="checkbox"/>	Created all of the classes and interfaces in Java necessary to play the Zork game. Game, Player, Command, Monster, Maze (of Houses, Forest, Rooms, Stairs, Doors, Windows, and Locks), Items (Key, Food, Drink, Rope, Sack, Medicine), Weapons (Sword, Shield, Axe, Knife), Treasure (Jewel, Gold coins).
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Have a cheat mode that can be enabled/disabled, with instructions (in parentheses) telling what the character should do next, and [in square brackets] of what NOT to do.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Have autoplay mode, so game may be played without human interaction.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Code for complete game all compiles without warnings.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Game plays without crashing from beginning (Welcome screen) to end (player survives and collects all treasures).
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Made a Welcome screen, that shows the Player standing in a clearing WEST OF HOUSE This is an open field west of a white house, with a boarded front door. There is a small mailbox here. A rubber mat saying 'Welcome to Zork!' lies by the door.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	IntelliJ IDE shows green checkmarks for every Java source file.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	The Project directory has been pushed to the above GitHub repository