Package ass3.mygame

Class Game

java.lang.Object
    ass3.mygame.Game
___

```
public class Game
extends java.lang.Object
```

The Game class contains the logic of the game. Please see CommandWords for list of valid commands. Please see ItemCreation for list of items. Please see RoomCreation for list of rooms.

Version:

5.0

Author:

Cam Chuong Lac, Margi Patel

Constructor Summary

Constructors

Constructor	Description
Game()	Constructor of Game class.

Method Summary

All Methods   **Instance Methods**   **Concrete Methods**

Modifier and Type	Method	Description
Room	getCurrentRoom()	Method to get the current room
void	play()	Main play routine.
boolean	processCommand (Command command)	Given a command, process (that is: execute) the command.

Methods inherited from class java.lang.Object

```
clone, equals, finalize, getClass, hashCode, notify, notifyAll,
toString, wait, wait, wait
```

Constructor Details

Game

```
public Game()
```

Constructor of Game class. Create the game and initialise its internal map.

Method Details

getCurrentRoom

```
public Room getCurrentRoom()
```

Method to get the current room

Returns:

the current room

See Also:

Room

---

play

```
public void play()
```

Main play routine. Loops until end of play.

---

processCommand

```
public boolean processCommand(Command command)
```

Given a command, process (that is: execute) the command.

Parameters:

---

command - The command to be processed.

Returns:

true If the command ends the game, false otherwise.