

# Final Project Outline

Class

Player

- Name, Description, Memory
  - ↳ add Memory (string, description)
    - ° adds objects we interacted with
  - ↳ print Memory ()
  - ↳ give Memory ()
    - ° gives hashtable of memories

Class

Haunted House

- Name, Address, num Rooms, Description
  - ↳ get Methods for each variable
  - ↳ enter ()
  - ↳ toString ()

Class

Object

- room Objects, description
  - ↳ get Methods for variables
  - ↳ toString ()
  - ↳ action ()
    - ° checks object and returns the text for interacting w/ it

Class

4 Rooms in house

- roomName, Description
  - ↳ get variables ()
  - ↳ toString ()

Class

Images

- filepath
  - ↳ make ()
    - ° find and print image

Class → multiple classes used

Game Loop → functions as our main (calls everything else)

- instances for all classes
- Beginning text → w/ image print
- while loop if the player is still playing / enters house
  - ↳ if statement checks what room
  - ↳ if statement checks what item + stores in memory
- breaking out of while loop starts ending
  - 4 ending possibilities