

LAB ASSIGNMENT 11

DUE TO NEXT LAB

1. Extend your adventure project so that a room can contain a single item. Items have a description and a weight. When creating rooms and setting their exits, items for this game should also be created. When a player enters a room, information about an item in this room should be displayed.
2. How should the information about an item present in a room be produced? Which class should produce the string describing the item? Which class should print it? Why? If answering this exercise makes you feel you should change your implementation, go ahead and do so.
3. Modify the project so that a room can hold any number of items. Use a collection to do this! Make sure the room has an addItem method that places an item into the room. Make sure all items get shown when a player enters a room. Set up a fixture to thoroughly test this!
4. Implement a "back" command that does not have a second word and takes the player back into the previous location. Test this! What happens if a second word is given?