Info I | 30.06.2025 |

LAB ASSIGNMENT 10

DUE TO NEXT LAB

1. Design your own game scenario away from the computer. Don't worry about implementation or classes or programming. Just try and come up with something interesting. It needs to be the basic structure of a player moving through different locations. Possible examples:
    - Finding the exit in a big shopping mall
    - A mole must find the food hidden in one of his burrows before winter comes
    - An adventurer is looking for a monster in a series of dungeons

    a. Be creative! Give your game a name.

    b. P2. What is the goal of your game, that is, when does the player win?

    c. P3. What could you add to the game to make it interesting? Trap doors, treasure, monsters, ...

    d. P4. Draw a map of your game layout.
2. Start with the bad **Zuul** game and refactor it as discussed in the lectures (see Slides). Change the variable names for rooms, as needed.

    a. If not already done, customize the Zuul- project so that it contains the locations/spaces/worlds of your game design ink. the corresponding descriptions.

    b. Use the main method in your game project to starts your game.

    c. Add a "look" command to your game, that prints out a description of the current room and its exits.

3. Watch the Watch the videos on **enumerated types**: https://youtu.be/UFsjp_bHg-c
4. Refactor your project to hold the command words in just one place: the CommandWord enum as discussed in the videos.
5. Add another command that fits your game—did you have to change the Game class? Why or why not?
6. Read about the switch (old and new switch-statement) and use it in the Game Class: https://freiheit.f4.htw-berlin.de/prog1/selektion/#switch-anweisung
    a. Use a switch statement for processing commands