Software Development I

Game Project v 1.0

Overview

For the final version of your project, we will continue to update and improve on version 0.3 by adding a changing your game from a console-based interface to a GUI-based interface (still text-oriented). This will likely involve modifications to some existing classes, and possibly a new class or two (this is really up to you and your design preference).

Deliverables

- New features to be included in this final release.
    - Victory condition – there must be some way for the player to succeed/win the game.
        - Suggestion: Reaching a certain location while in possession of a specific item(s).
        E.g., Going back to the beach with the rope, wooden planks, and the pole (to build a raft).
    - Failure conditions – the game must include <u>two</u> possibilities for failure.
        - "Time" Limit: The player must achieve victory before making *N* moves.
        - Demise: Reaching a particular location without the necessary item(s).
        E.g., Entering the bear cave without the hunting knife.
    - Player customization
        - Before the game begins, your game must ask the player to enter some initial information.
        E.g., Ask the player to choose a name, profession, etc.
    - Search/look-around command
        - Do not reveal the items avilable in a location until the player actively looks/searches the location.
- This version must include all features described in earlier Requirements documents.
    - Any code cleanup, re-design, added content, etc. is also welcome.

Source Code

Your program design should clearly use separate objects for distinct concerns. Your code must be consistently formatted and demonstrate accepted best practices.

Submitting

<u>Create a new Branch</u> of your BitBucket repository called **v1.0**. <u>Push changes frequently</u> with concise and relevant commit messages. <u>Open an Issue</u> if you need any help along the way – I generally reply quickly.

Send me a <u>Pull Request</u> for your v1.0 branch before the iLearn due date, and then under iLearn Assignments <u>Attach and Submit</u> an executable JAR file of your game.

Once graded, <u>merge</u> your branch it into the *master*.