

Software Development I

Game Project v0.3

Overview

For the next version of your project, you will build upon version 0.2 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

- This version must include all features described in the Game Project v0.2 Requirements document.
 - Any code cleanup, re-design, added content, etc. is also welcome.
- This new version will present a graphical interface using Java Swing.
 - The game title must display in the window title bar as well as the main window.
- Welcome & Credits
 - Your game introduction should display in a modal dialog before the main window appears.
 - Your game credits should display in a modal dialog upon closing the main window.
- Game Output
 - Messages reporting the state of the game must be displayed to text components such as a label.
 - Separate components should be used to render the following distinct kinds of information:
 - Number of moves (and similar info)
 - Scene/location description
 - Player inventory (no need to support the "I" command, though you may keep it if you wish)
- User Input
 - The player will enter commands into a simple text field widget.
 - Pressing the *Enter* key will trigger the next pass through the game loop.
- Help feature
 - A button will be used to display a modal *Help* dialog.
 - It is not longer necessary to support the "H" command for displaying Help information.

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

Create a new Branch of your BitBucket repository called **v0.3**. Push changes frequently with concise and relevant commit messages. Open an Issue if you need any help along the way – I generally reply quickly.

Send me a Pull Request for your v0.3 branch before the iLearn due date, and then under iLearn Assignments Attach and Submit an executable JAR file of your game.

Once graded, merge your branch it into the *master*.