Rubric

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| Criteria | Points | Earned |
| Has a map that consists of a 2D array. | 1 | 1 |
| Has a Hero class defined to specifications. | 3 | 3 |
| Has a TownsPerson class defined to specifications. | 2 | 2 |
| Has an Armor class defined to specifications. | 1 | 1 |
| Has a Weapon class defined to specifications. | 1 | 1 |
| Has a Monster class defined to specifications. | 3 | 3 |
| Has a Potion class defined to specifications. | 1 | 1 |
| Has a printMap function. | 1 | 1 |
| Places each object in a unique random location on the map. | 2 | 2 |
| Has a game loop that reads in user input. | 1 | 1 |
| User input is error checked. | 1 | 1 |
| Determines if an object has been encountered. | 3 | 3 |
| Allows hero to use potion when walking on the map. | 2 | 2 |
| Townsperson\_1 says a standard message until 2 monsters are killed. | 1 | 1 |
| Adds the armor object to the hero when speaking with the Townsperson. | 1 | 1 |
| Townsperson\_2 says a standard message until 4 monsters are killed. | 1 | 1 |
| Adds weapon object to the hero after speaking with Townsperson. | 1 | 1 |
| When a monster is encountered, a battle ensues according to specifications. | 4 | 4 |
| When all objects have been interacted with and all monsters killed, shows an ending. | 2 | 2 |
| All objects are invisible until interacted with. | 1 | 1 |
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| Comments: | 1. Good effort Dustin. | |

Total: 33/33 = 100% = 20/20