(Final) Lab Assignment

- In this assignment, you will be adding some more features to the text adventure game which you started last week
- You may use your own code or my sample solution from last week as a starting point for this week

HELP

N, S, E, W, IN, OUT

TAKE [OBJECT]

DROP [OBJECT]

EXAMINE [OBJECT]

INVENTORY

LOOK

QUIT

- The 4 commands you're adding this time all relate to objects which may be picked up from one location and dropped in another
- When displaying the description of a location, also tell the players which objects (if any) are there
- 'INVENTORY' lists the objects currently being carried by the player
- 'EXAMINE' displays an object's description – but only if it's being carried or in the current location
- For TAKE, EXAMINE, and DROP you can have the player enter the command and then them ask for the object – this is easier than trying to separate them from one string

adventure_objects.txt

```
Name              Location                  Description
-------------------------------------------------------

USB Drive         3                         A small USB drive which holds a whopping 1TB
Ice Cream         4                         An ice cream, inexplicably found on Salthill Prom
```

This file is tab-delimited
Note the presence of the two header lines at the start of the file, which you'll need to deal with

On the Salthill prom. The sea looks inviting (but cold).

Objects here: Ice Cream

> take

Take what? > Ice Cream

You take Ice Cream.

> inventory

You are carrying: USB Drive, Ice Cream

> w

In Knocknacarra.

Objects here: nothing

> drop

Drop what? > Ice Cream

You drop Ice Cream.