

## Game Details

Text file to create variables to use in Game Interface.

## Stretch Goal

### Character

- inventory: ArrayList<GameObject>
- health: int
- location: Location
- swim: boolean

walk (String direction, Map map)  
look around ()  
grab (GameObject item)  
grab (Book item)  
drop (GameObject item)  
check Inventory (String objectName)  
canSwim ()  
get Inventory ()

Complex

### Book

- swimSpell: boolean

Complex

## GameInterface

Complex

### GameObject

- name: String
- description: String
- x: double
- y: double

getName()  
getDescription()  
getX()  
getY()

Complex

### Location

- contents: ArrayList<GameObject>
- hasWater: boolean

addObject (GameObject object)  
removeObject (GameObject object)  
checkContents (String objectName)  
contentsToString ()

Complex

## GameLoop

- playing: boolean
- user Input: Scanner
- user Response: String
- win: boolean

split (String response)  
loop (Character protagonist, Map map, Location win, GameObject object1, GameObject object2, GameObject object3, String gamePremise, String quest, String winMessage)

Complex

## Map

- locations: Location[]
- size: int
- maxX: double
- minX: double
- maxY: double
- minY: double

addLocation (Location l, int index)  
getSize ()  
checkLimits (double x, double y)

Complex