Final Project Questions

Task 0:

1. The variables are static and declared outside of the functions so that they may be used throughout the entire class. Any function within the class Program has access to the variables. Global variables.
2. The array is designed so that the row index represents the room that you are currently occupying. The column index represents the rooms that are adjacent to the room represented by the row index.
3. This represents the total number of rooms in the game.
4. This gives the length of the array that contains the adjacent rooms. For this program, it will always return 3.
5. The game ends when the user inputs 4 at the main menu. Selecting 4 makes the keepPlaying variable false which ends the do while loop.
6. List the methods
   1. static void CreateCave() – this initializes the adjacentRooms array with the values to connect each room to the adjacent rooms
   2. static void PlaceWumpus() – this places the Wumpus in a room by randomly generating a room number value for the Wumpus to be in and indicates the starting position of the Wumpus.
   3. static bool IsValidMove(int roomID) – this checks the user input value when moving rooms to determine whether the move is valid.
   4. static bool IsRoomAdjacent(int roomA, int roomB) – checks the room given by the user against the room currently occupied by the user to determine if the room is adjacent to the player occupied room.
   5. static int Move(int newRoom) – returns the value of the room that the user has moved to.
   6. static void InspectCurrentRoom() – inspects the current room for hazards displaying information about the room and also indicates hazards in adjacent rooms
   7. static void PerformAction(string cmd) – this function performs the action that the user has selected.
   8. static void PlayGame() – this begins the initialization of the game. Creates the cave, places the wumpus, and controls the logic of the game.
   9. static void PrintInstructions() – displays the instructions to the console for the user to read.
   10. static void ViewHighScores() – displays the list of high scores to the user.