

Functional Programming (CS3016)

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Lab Tasks

Download the lab project from Bitbucket

In Interaction.hs, implement the `pickUpItem` and `dropItem` functions.

(50 marks)

Lab Tasks — Breakdown

There are five test cases in `test/Main.hs`:

- ▶ Player can pick up something if standing on it
- ▶ Player can't pick up things they're not standing on
- ▶ Player can drop something if they're not standing on anything
- ▶ Player can't drop something if they're standing on something
- ▶ Player can't drop something if they have nothing in their inventory