//Inventory class and a Item class (two separate classes)

//Inventory class-Drafts

**import** java.util.Scanner;

**import** java.util.ArrayList;

public class Inventory {

**static** Scanner *command* = **new** Scanner(System.***in***);

// creates a Scanner object called command that captures player input

**static** ArrayList<Item> *playerInv* = **new** ArrayList<>();

// creates an ArrayList object called playerInv to store player inventory

**public** **static** **void** main(String[] args) {

// player is in a Room Location (example Tartarus | Nowhere), example of a

room description is provided for now

System.***out***.println("Tartarus | Nowhere. You enter the labyrinth. One torch on

The far right wall provides the only light source. The sound of laughter is

heard in the distance...");

// display items in the current room location (code needed to display elements

In the ArrayList Room  
 System.out.println(“current items in the room”

//display the available command list and capture player command input. If the

player inputs an unknown command, inform them and prompt for a command

System.out.println(“Available commands are: Add Item,

Inventory,Examine Item,Journal, Quit, Kronos. Please type in a command”);

System.out.println(command.nextLine());

while (!command.matches(“Add Item|Inventory|Examine

Item|Journal|Quit|Kronos”)) {

System.out.println(“Not a valid command. Please enter a command from the

list above.”);

System.out.println(command.nextLine());

If (command.equals(“Add Item”)) {

System.out.println(“Enter the name of the item to add to your

Inventory”);

System.out.println(command.nextLine());

playerInv.add(roomitem)

if (command.equals(“Examine”)) {

System.out.println(“Enter the name of the item to examine”);

System.out.println(command.nextLine());

If command.equals StaffofWenge.getitemDescription;

if (command.equals(“Inventory”)) {

// create a List to keep track of the index numbers looping through the

playerInv ArraryList

int index=0;

// initialize the index

for(Item i : playerInv)

System.out.println((index++)+ “: “+i);

// alternate to print the index number of elements in the

ArrayList playerInv

// provide the player with the current items in the Inventory, called upon

when the command inventory is entered

public static void print(ArrayList<Item> display) {

for (int i = 0; i < display.size(); i++) {

System.out.println(display.get(i));

// alternative to print all the items in the player inventory by index and

Element. It also sets the capacity in your inventory to 10 items

ArrayList<Item> playerInv = new ArrayList<Item>10

for (String Item: playerInv) {

System.out.println(“Item: “ + Item);

// provide sub-menu of Inventory commands to the player

System.out.println(“Available commands are Drop Item, Examine Item, and

Return to Main Menu”);

System.out.println(command.nextLine());

If (command.equals(“Drop Item”)) {

System.out.println(“Enter the item number of the item to drop”);

System.out.println(command.nextLine());

If (command.equals=1

playerInv.splice(1,1)

// starting at index position 1, remove one element

//Item class

public class Item  
{  
// Instance Variables for the game's items  
private String itemName;  
private String itemDescription;  
  
// Constructor Declaration  
public Item(String itemName, String itemDescription)  
{  
this.itemName = itemName;  
this.itemDescription = itemDescription;  
}  
  
// get Method to return itemDescription  
public String getitemDescription()  
{  
return itemDescription;  
}  
  
  
// includes constructor and two arguments per Item (itemName and itemDescription)   
public static void main(String[] args)   
{  
Item PhilosophersStone = new Item ("PS", "a legendary substance allegedly capable of turning inexpensive metals into gold");   
Item StaffofWenge = new Item ("SW", "a staff made of wenge. A tropical timber, very dark in color with a distinctive figure");  
Item KeyofCentaurus = new Item ("KC"," a key bearing the name Ixionidae");  
Item StaffofBubinga = new Item ("SB", "a staff made of Bubinga wood");  
Item PlatinumChallace = new Item ("PC", "the base of the challace has an inscription, Swordquest");  
Item KeyofAnubis = new Item ("KA", "the key bears a picture of a jackal");  
Item Flower = new Item ("FW", "a flower, purple in color");  
Item GoldTalisman = new Item ("GT", "the talisman is made of 18K solid gold, studded with 12 diamonds and the birthstones of the twelve zodiac signs");  
Item KeyofLaburinthos = new Item ("KL", "enterance to Daedalus");  
Item StaffofPadauk = new Item ("SP", "a staff with reddish orange coloration");  
Item RodofAsclepius = new Item ("RA", "a serpent entwined rod");  
Item BallofThread = new Item ("BT", "a gift from Ariadne");  
Item RedRuby = new Item ("RB", "a gemstone found in Metatron by the lucky adventurer");

\*alternate code below

public static void main(String args []){

System.out.println("Available commands are Add Item, Examine Item,

Inventory, Journal, Kronos, and Quit");

Scanner command = new Scanner(System.in)

// taking the input from the user

command=scanner.nextLine();

if(command != Add Item |Examine Item|Inventory|Journal|Kronos|Quit)

System.out.println("please enter an available command from

the list.");

else if(command="Add Item")

System.out.println("Please enter the two letter item code to add

the item to your backpack");

Scanner.command = new Scanner(System.in)

command=scanner.nextLine();

if(command != RoomItems)

System.out.println("please look at the items available in

the room, the item you entered is not here.");

else if(command = RoomItem1)

System.out.println("you have successfully picked up the following

item and placed it in your backpack: " + RoomItem1);