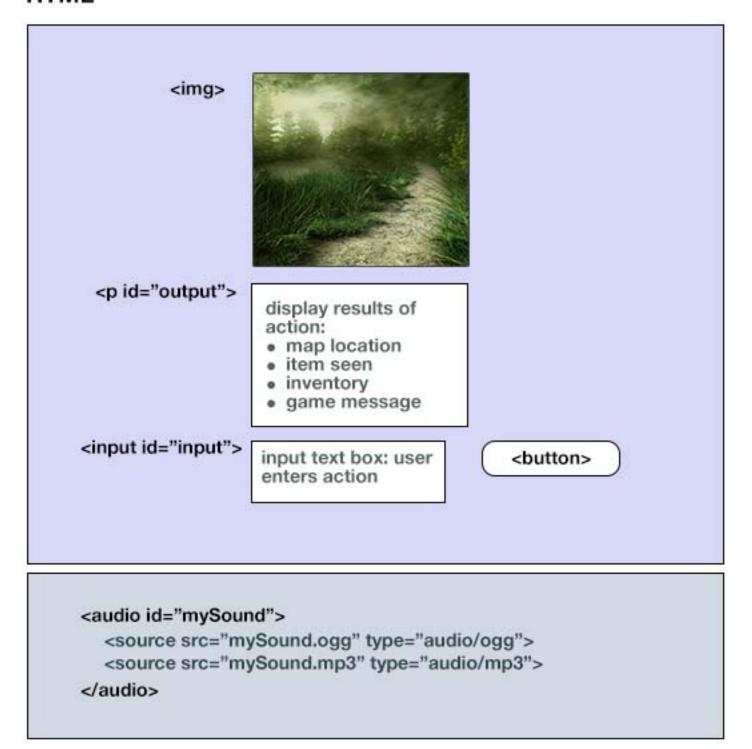
HTML



JavaScript

declarations

Arrays

map[] -- Describes game locations. String

images[] -- Image file names. String

blockedPathMessages[]-- Warnings displayed when boundary

checking. String

helpMessages[] -- Hints. String

sounds[] -- ID selectors for sound effect files. String

items[] -- Items that are available at the map

locations. String

itemLocations[] -- Map location corresponding one-to-one

with elements in items[] array. Number

backpack[] -- Inventory items. String

actions|Know[] -- Game user input vocabulary

itemslKnow[] -- All items in the game (as opposed to the

items[] array which just contains items at

locations). String

String objects

action -- Current action extracted from text box,

e.g., north, help, use

item -- Current item extracted from text box,

e.g., flute, stone, sword

Element objects

e.g, var image = document.querySelector("img");

image, output, input, button

JavaScript

listeners

button

mousedown event -- display button down mode
mouseup event-- display button up (default) mode
click event -- display button up (default) mode
playGame() (main game function)

input

keydown event -- if ENTER key pressed, then call playGame()

call render() -- Initialize game display.

function playGame() -- calculates new map location, etc.

parse text input and extract action parse text input and extract item

respond to action:

north|south|west|east: update location and gameMessage

help: update gameMessage

take: call takeltem()
drop: call dropItem()
use: call useItem()

call render() -- update game display

function takeItem()

if item is at this location, move it to your inventory

function dropItem()

if item is in your inventory, move it to this location (items array)

JavaScript

function useItem()

if item is in your inventory, then respond to item:

flute: if at a specific location A, add sword to this

location (items array)

sword: if at a specific location B, update gameMessage

with end of game description

set end of game flag

stone: if at a specific location C, add flute to this

location (items array)

function render() -- updates game screen every time a game turn or event occurs

play sound for current location

display the following in the output string:

current game location

item at this location

inventory (backpack contents)

gameMessage, e.g., "You drop the stone in the well".

clear input text box