I have gotten a lot accomplished so far. A significant amount if it is unseen from the test running so far. The parts that are readily apparent from running the example is that the map prints out. The character prints out. You can move your player with the arrow keys. You cannot walk through walls, or enter the “void.” There is a lot of back end functionality that I’ve prepared as well, most of which runs through the GameObjectsCollection class. There is an interface for ai that will be inherited when I create actual enemies. The enemies are stored in a collection, and each turn their interface method will be called in series. Also all items and enemies are painted to the screen every turn. Most of the core for this is already set up. The missing pieces for some methods are documented in my code with a //TODO comment.

The parts that I need to complete for a usable stable game are

-There needs to be more environmental interaction. (doors opening, picking up items, attacking enemies)

-I need to create enemies still. Coding the AI may take some time. (grid based movement to a target)

-I need to include items

-I need to include statistics for the player and enemies and rudimentary equipment

-Finally, I want to create specific levels with an objective. This will be the “story” of the game, and so will only be completable when I have the game working properly.