# Functional Programming Assignment Element 2 Resit

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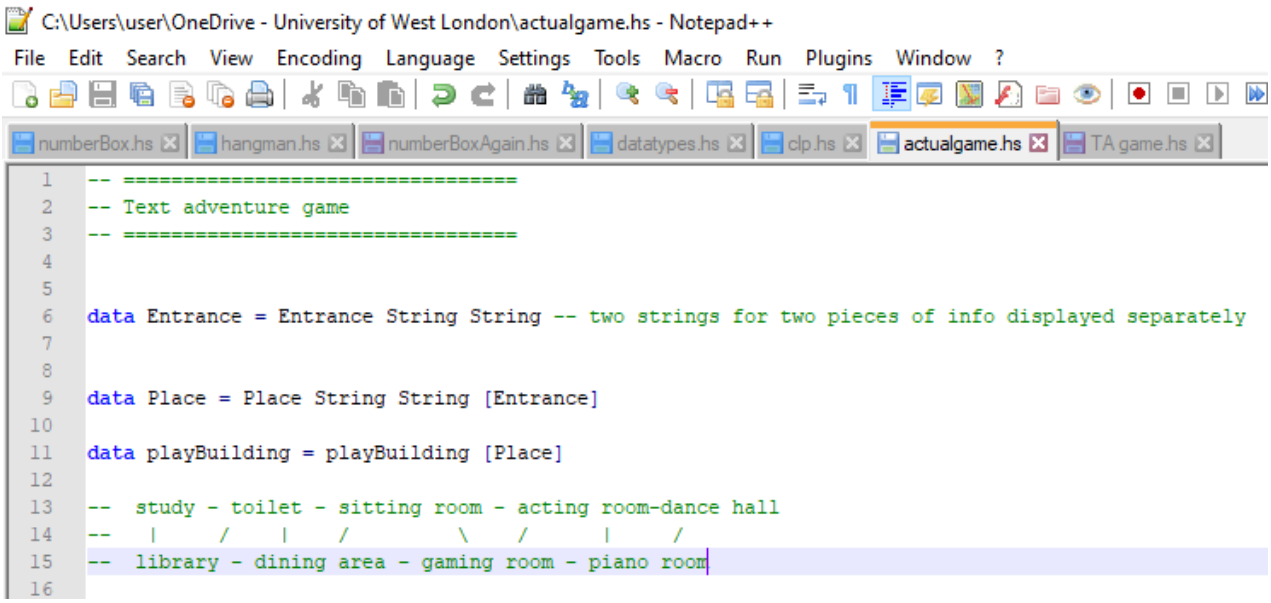
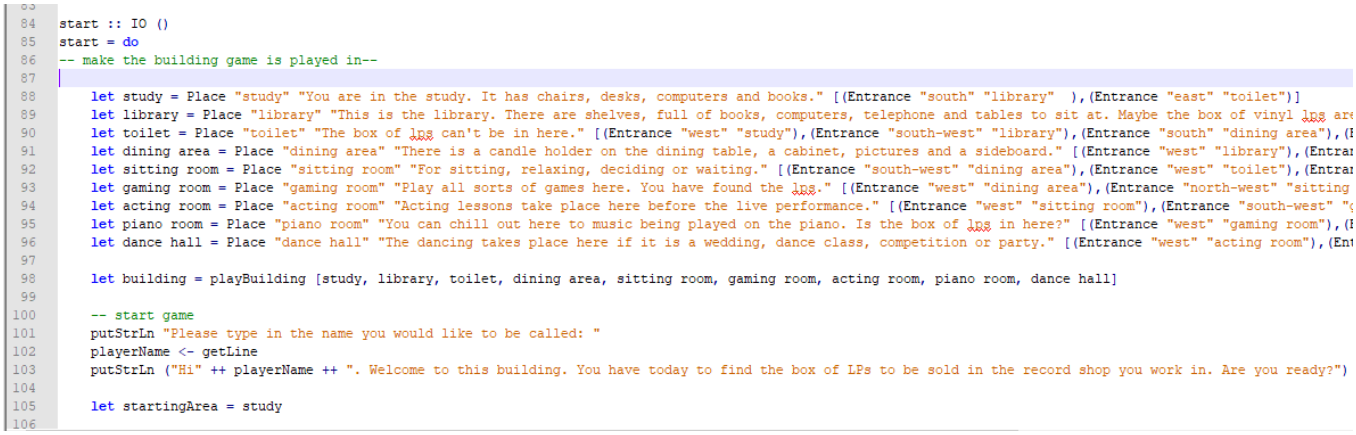
Intro

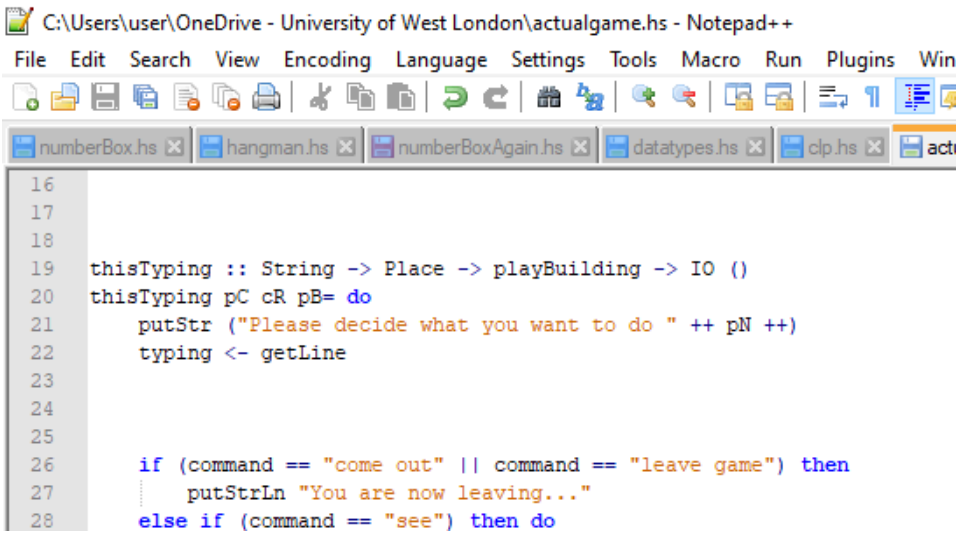
For a text-adventure gaming system I can think of rooms like a piano room, dance hall, laundry, dry-cleaning room, library and a drama room. The player goes in directions such as north, south, northwest to these rooms to find a box of vinyl lps. The goal of the game is to find the box of lps. The player can start playing the game by typing ‘Start’, type in commands such as ‘Check’ to see what is in the place they are in or ‘Leave Game’ to leave the game.




The coding I wrote to make the game run begins declaring variables. The variables Entrance and Place which are the room and entrance to each to it, need two strings. One to show the way to the place and another the name of the place.




Here I've defined "start" with IO with parentheses to make the input work. This makes the user able to type "start" to start playing the game. This is by completing its definition with the common line of code "= do" to run the game when the player types "start".




The code makes the commands being typed in by the player work. The command being typed known as “typing” has getLine with an arrow to show the telling the user to decide what to do.