Ventures in Morioh-Cho

Ventures in Morioh-Cho is a text-based adventure game that centers itself around elements of object-oriented design such as design patterns. In the game you are a thief that broke into the Higashikata family mansion in Morioh-Cho and ended up lost. You must now loot some items and find your way out of the mansion. Important features consist of being able to move from room to room, opening doors, collecting items, and ultimately finding your way out the building. The design patterns I used here were commands, observer, delegates, states, and decorators. Commands are used for well, commands such as go, help, pickup, drop, open, quest, name, and so on. Observer is used to keep track of notifications, so the player always knows what is going on. States are used to for doors to know when they are open or closed. Decorators are used to add extra things to item to either weigh them down or enhance them. Delegates are used for trap rooms where the player can get stuck in and must solve a puzzle to escape.