106 年 - HW3

Object Oriented Scripts

編寫 script 來建立一個簡易版 emacs 中的小遊戲－dunnet，使用者可以透過自訂的指令進行各種遊戲操作（進入房間／拿取物品／檢查道具 etc.）

```
%cd ~
%tar -xvf PA3.tar >& /dev/null
%cd ~/PA3/start/e
%~/display
Old Building hallway
You are in the hallway of an old building.  There are rooms to the east
and west, and doors leading out to the north and south.
%~/display
Old Building hallway
%cd e
%~/display
Mailroom
You are in a mailroom.  There are many bins where the mail is usually
kept.  The exit is to the west.
%~/display
Mailroom
%~/display
Mailroom
%cd ../n/w
%cat .description?
Post office
You are near the remains of a post office.  There is a mail drop on the
face of the building, but you cannot see where it leads.  A path leads
back to the east, and a road leads to the north.
%~/display
Post office
You are near the remains of a post office.  There is a mail drop on the
face of the building, but you cannot see where it leads.  A path leads
back to the east, and a road leads to the north.
%cat .description?
Post office
%~/display
Post office
```