

Adventure

- make sure there are not any elements of your plot hardcoded into your program
 - read rooms, items, and scoring information from files
 - take the starting room as the first room in the rooms file (or some other convention) rather than relying on a particular name
 - goal room is specified as part of the scoring file
- have the commands specified in the handout
 - don't change the names!
 - e.g. LOOK and LOOK *item* – don't use a different command for the item to make it easier to tell the commands apart
 - include the synonyms specified
 - e.g. GO and MOVE and just the direction
- display the current room's long description the first time it is visited (or for the LOOK command) and the short description / name otherwise

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Adventure

- scoring
 - implement scoring!
 - include both visit room and drop (or take) item tasks
 - the game is won by visiting the goal room having accumulated enough points (which can be the total of the points for the tasks or less than that)
 - it should not be possible to earn points more than once for the same task
 - e.g. only score points on the first visit to a room
 - e.g. revoke points for dropping an item if the item is taken again
- robustness
 - error-check user commands – legal command, valid direction or item, etc

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