

Introduction to Programming

CMPT 120 • Fall 2014

-Project 3 - game v0.4 - 60 points

Goals	To continue development of your semester-long project: a text adventure game in the spirit of Zork, Zelda, The Hitchhikers Guide to the Galaxy, and others. Also, to show off your expertise in using Software Development Best Practices as well as Git.
Instructions	<p>Fix anything that was incorrect or incomplete with your prior project. (Commit. Push.) Then, beginning with a perfect implementation of the prior version of your game, implement the following new features:</p> <ul style="list-style-type: none"><input type="checkbox"/> Your game must now have at least six (6) different locations. [5 points]<ul style="list-style-type: none">• You'll have to keep track of the player's location (a good use for a global variable) and use <code>if</code> or <code>switch-case</code> constructs to figure out where to go when processing the user's input. [5 points]<input type="checkbox"/> Add a text input control in which the user can enter commands. [5 points]<ul style="list-style-type: none">• Valid commands are the directionals: N,S,E,W,n,s,e,w• If the player enters an invalid command then say so in the game's textarea and explain the valid commands. [5 points]<input type="checkbox"/> Add a "go" button next to the text input control that the player can press to denote that he or she is done entering text and the command should be processed. [5 points]<input type="checkbox"/> The directional buttons must still work. Playing the game with these should be the same as typing directional commands. [10 points]<input type="checkbox"/> Write a function called <code>updateDisplay</code> that takes a parameter called <code>message</code>. This function should add the <code>message</code> to the textarea. (This should already be done from project two.) [10 points]<input type="checkbox"/> Write an event handler for each location. In each:<ul style="list-style-type: none">• Declare a local (aka private) variable called <code>message</code>.• Initialize it to a string of descriptive text for that location.• Call <code>updateDisplay</code> passing <code>message</code> as a parameter. [+10 points]<input type="checkbox"/> Extra credit: Visually indicate which of the directional buttons are valid for the current location by dynamically enabling or disabling some of them every time the current location changes.
Advice	<p>Test, test, and test again. Then test some more. When you think you've tested enough, go back and test again. Then get someone else to test for you while you test theirs. Rinse and repeat.</p> <p>Push your work to your Git repository early and often. While you're in there . . .</p> <ul style="list-style-type: none">• Be sure to write meaningful commit messages.• Practice using <code>diff</code> to see the differences between successive versions of your code.• Practice reverting to an earlier version so that you'll have that option in the future. <p>Don't forget to test. A lot. Really. (Rilly.)</p>
Submitting	<ol style="list-style-type: none">1. Push your work to your Git repository before the class in which it is due.2. Print and staple your source code before class and hand it in at the start of the class in which it is due. Remember to include your name, the date, and the assignment in the (copious, meaningful, and accurate) comments in your code.