

Agile Miniproject

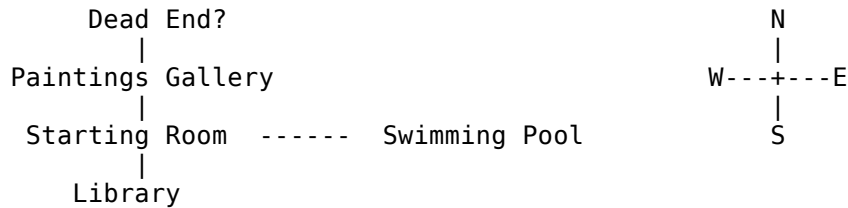
Vieri del Bianco <vieri.delbianco@uninsubria.it>

Matteo Vaccari <m.vaccari@sourcesense.com>

We are producing an adventure computer game. In the game, simulated characters take turns performing actions on the simulated world they live in. The user interface for the game is a simple command line: the player enter commands at the keyboard, the game responds writing output to the console.

Narrative

When you start the game, the characters are created in a room called the "Starting Room." When you issue the commands "go north", "go south", ... the characters move along a map that we provide:



If the direction specified is not valid, the game responds with an appropriate message.

You can't go there. Visible exits are: north, south.

If the direction specified is valid, the current location of the group of characters is changed accordingly to the map.

Rooms can contain objects. A character can pick up an object if the object is in the room. Characters can give objects to another character.

A sample session

We imagine to have this sort of conversation with the game:

```
Welcome to the Essap Adventure Game!
You are in the Starting Room.
You see: sword, macbook.
```

```
> list characters
No characters are currently in play.
```

```
> create character Puck
Character Puck created.
```

```
> create character Titania
Character Titania created.
```

```
> list characters
Characters in play: Puck, Titania.
```

```
> go north
You are now in the Paintings Gallery.
You see: painting
```

```
> go south
You are now in the Starting Room.
You see sword, macbook.
```

```
> Puck: get sword
Puck picks up the sword
```

```
> Puck: give sword to Titania
Puck gives the sword to Titania.
```

```
> Titania: inventory
Titania has: sword.
```

Remember

You are not expected to do it all! It's much better to deliver a small subset of the desired functionality than nothing. Start small.