

## Lab 2 – Game CLI

Due 9/1/09

Points: 20

### *Purpose*

The purpose of the lab is to implement an initial version of your Game CLI. It will process a series of simple commands

### *Lab Description*

The program will

1. Displays a welcome message
2. Repeat the following sequence until the “quit” command is entered
  1. Display “Command: “
  2. Gets a line of input
  3. Tokenize the input line
  4. If the first token of the line is “quit”
    - Then exit the loop and terminate the program
    - Else display all of the tokens each on a separate line

The following is one possible output:

```
Zeta - Version 1.0

Command: go
Go where?
Command: go north
Going north
Command: pickup
Pick up what?
Command: pickup axe
axe was picked up
Command: drop axe
axe was dropped
Command: save
Game saved
Command: quit
Press any key to continue . . .
```

Implement the following command providing appropriate error messages if used incorrectly:

- pickup
- drop
- go direction
- save
- quit

Devise a data structure that represents a location and includes at minimum:

- Name
- Description
- List of direction possible form this location
- List of items at that location

Experiment with including this structure in your code.

Turn in a copy of your program with sample output.