

Lab 3 – Game Nodes

Due 9/15/09

Points: 20

Purpose

The purpose of the lab is to augment your Game CLI so that it allows a user to move between nodes/locations within your game.

Lab Description

The program will respond to the following commands:

- Direction commands
- Look command
- Quit command

The following is one possible output:

```
Zeta - The Ultimate Adventure Game
You see a house with a path leading north to a forest and a path
leading east to a beach.  There is a axe, pot, and cat laying here.

Command: north
You are in a dark forest.  A path leads south and east.

Command: west
I don't know how to do that!

Command: east
A wide cold river flows here.  A path leads to the west and south.
There is a boat laying here.

Command: look
A wide cold river flows here.  A path leads to the west and south.
There is a boat laying here.

Command: south
A black sand beach lies before you.  The lake is down and a path leads
west.

Command: down
You drowned.

Command: up
```

A black sand beach lies before you. The lake is down and a path leads west.

Command: east

I don't know how to do that!

Command: west

You see a house with a path leading north to a forest and a path leading east to a beach. There is a axe, pot, and cat laying here.

Command: quit

Game over!

Turn in a copy of your program with sample output.