

## Lab 7 – Scenario

Assigned 10/20/09

Points: 20

### *Purpose*

The purpose of the lab is to create a more complete scenario, Item and Player classes.

### *Lab Description*

Create a class for Player and Item with the following attributes:

- Player
  - name
  - health
  - strength
  - score
  - money
  - Item list
  
- Item
  - name
  - weight
  - canPickup
  - pickupMessage
  - dropMessage
  - cannotPickupMessage

For the Location and Player classes implement the item list as a generic vector of Item.

Create a sub-scenario with at least 10 locations divided as per class. The common links between them are:

Town – Home (Start)

Connections		
From	Direction	To
Town – WestGate	West	Forest – Clearing
Forest – Clearing	East	Town - WestGate
Town – InnCellar	Down	Cave - StinkyHole
Cave - StinkyHole	Up	Town – InnCellar
Town – EastGate	East	Tundra - Valley
Tundra - Valley	West	Town – EastGate
Forest – Dale	Enter	Cave – MineEntrance

Cave – MineEntrance	South	Forest – Dale
Forest – BlackCliffs	Enter	Cave – Narrows
Cave – Narrows	South	Forest – BlackCliffs
Cave - StinkyHole	Up	Citadel – Sewer
Citadel – Sewer	Down	Cave - StinkyHole
Citadel – Portcullis	South	Tundra - WasteLands
Tundra - WasteLands	North	Citadel – Portcullis
Citadel – SlaveEntrance	South	Tundra - RefugeeCamp
Tundra - RefugeeCamp	North	Citadel – SlaveEntrance

Use a second XML file for items. When you create an item email me the item's XML and I will insert it into the common file.

The Scenario.xml file and Items.xml can be found at *CommonDrive:\CS 241\Scenarios*

Demonstrate a working version of your program to me and turn in a copy of your application.