

Lab 8 – Winning the Game

Assigned 10/30/09

Points: 20

Purpose

The purpose of the lab is to create a more complete game.

Lab Description

In order to win the game all of the required items must be picked up. An item is required if the `<required>` item tag element is true.

In this lab:

- Process the item.xml file
- Implement the game win capability
- Add one or more `<door>` elements to the scenario

The door element has an opened and closed description. The item included within the door element is required to open the door.

The following are examples of the core elements of the XML files used.

Items.xml

```
<items>
  <item>
    <name>empty_plate</name>
    <required>true</required>
    <weight>1</weight>
    <canPickup>true</canPickup>
    <pickupMessage>Now put some food to put on it.</pickupMessage>
    <dropMessage>Who needs a plate to eat anyway?</dropMessage>
    <cannotPickupMessage></cannotPickupMessage>
  </item>
</items>
```

Notice the introduction of the <image> element. This is used to specify which image should appear in the upper left hand corner of the GUI window.

Scenario.xml

```
<location>
  <name>cellar</name>
  <description>You are in a spooky dark cellar with a door.</description>
  <image>sun.gif</image>
  <door>
    <description>
      <opened>The door is open which can be entered</opened>
      <closed>The door is closed. You need a key</closed>
      <item>key</item>
    </description>
  </door>
  <items>
    <item>
      <name>the_darkness</name>
    </item>
    <item>
      <name>barrels_of_pink_lemonade</name>
    </item>
  </items>
  <links>
    <link>
      <name>tavern_door</name>
      <direction>up</direction>
    </link>
    <link>
      <name>stinky_hole</name>
      <direction>down</direction>
    </link>
  </links>
</location>
```

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