CS 1400 Lab #10
Final Project

Part A

1. Write a story outlining your game. It should succinctly define the goal and procedure of the game. For example, this is the story for the bunny quest:
   You must guide a poor, hungry bunny on its quest to find a carrot patch, while avoiding farmer Jones who is not above eating a bit of rabbit - even if it is tough and stringy.
2. Draw a map showing all of the game’s locations and the paths joining them. Your map should have at least ten locations but less than 20 (about 15).
3. Hard copies are due 5/21 at the beginning of class.

Part B

Create a location game using the provided classes and by implementing the remaining classes described in the project description. Due 4/25 on WSU Online.

Your class constructor must accomplish the following tasks (see BunnyQuest for examples):
- set the title of the game: game.setTitle("Bunny Quest");
- display the story: game.displayStory(story);
- instantiate the locations: carrotPatch = new Location("In a Carrot Patch");
- set the location descriptions:
  carrotPatch.setDescription("You are in rabbit heaven! There are many carrots burried here.");
- add items (tools and characters) to locations:
  shovel = new Tool("A Small Shovel");
  inside.addItem(shovel);
  farmerJones = new Character("Farmer Jones");
  peaPatch.addItem(farmerJones);
- make the scenarios:
  carrotPatch.makeScenarios(shovel, "You begin digging with the shove and soon have many carrots.", "The groud is too hard for you to dig with your paws.");
  peaPatch.makeScenarios(farmerJones, "Oh, I'm so sorry, but Farmer Jones has eaten you!", "");
- make the paths between locations: carrotPatch.setPath(potatoPatch, NORTH);
- establish the initial or starting location: game.setStartLocation(outside);

Your game class must define three methods. They are described in the documentation and illustrated in BunnyQuest:
public int effectOfItem(Item item, Location location)
public boolean win(int points)
public boolean loose(int points)