

Assignment 6 Due Dec 15, 11:59 pm

Implement the [Mini Adventure game](#). The game is it to have a GUI front end where the user enters commands and sees the result of the command.

What to turn in

You are to turn in all your source code into your Store account in the package called "AdventureGame". In the package comment include:

Your name

Instructions on how to start the game.

List of the commands that the user can enter.

List of functionality not implemented.

As in assignment 6 include your configuration file as a class method. The package comment needs to include instructions on where to place the file so your program can run.

Grading

30% of the grade will be on meeting the requirements. The other 70% will be on style, OO-Pness and quality of the code. The quality of the GUI will not be graded, nor will fancy help systems.