

Zuul Part 2 Design and Implementation Questions

The Zuul project offers a variety of opportunities to think through various aspects of development

Zuul part 2 design questions on locking:

- What class manages door status? (need not re-lock)
- What method should report door locked? How?
- Add an unlock command or add unlocking to existing method?
- What data structure for locked doors?
- What is a key? How do you know what it unlocks?
- How does door exit represent what key it needs?
- If exit is locked, there should be a key to open it
- Consider what it takes to have different keys for exits
- Think through scenarios: don't just code it

Zuul part 2 design questions on NPCs:

- Do not use "Character" as name of NPC application class
- When should talking be activated: talk command or add to existing method?
- What does help consist of: advice, Item, or something else?
- How to give Item to NPC: give command or add to existing method?

Zuul part 2 encapsulation:

- Only print in Game class: return Strings from elsewhere
- No returned or passed data structures