For this assignment develop an adventure game in the style of Dungeon, a text adventure game. In these games, an adventurer runs around an environment performing tasks that allow him/her to collect treasure that must be delivered to specific locations. Emacs comes with one of the first ones developed. It can be run on any UNIX machine with the command:

```
emacs -batch -l dunnet
```

Many UNIX machines also will have Adventure installed (csserver is one). It is started with command:

```
adventure
```

Minimally, your game must have at least 3 locations, 3 objects, and 1 character in addition to the adventurer. It must require the adventurer to find at least 1 of the objects and deposit it at another location in order to complete the game. It must keep a running score. However, if this is all you implement you may not earn maximum points. The instructor will be looking for a playable game with interesting features.

Artistic creativity (e.g. clever storyline, elegant descriptions) will be rewarded, but is not required. Just make sure you do not sacrifice correctness for creativity.

**Start early! Design first!** The instructor will be looking for an object-oriented design, so do not put all of your code into the main program and use only static methods!! Use of use cases and CRC cards will be rewarded, but is not required.

**What to submit:** Export an archive file of your entire project folder. Email the project zipfile to the instructor. If you used use cases and CRC cards, submit those as well. Remember, if you submit something that clearly does not work, you will be given negative points.