

# Project — Part 2

CS 205

## Your Task

Implement a simple form of a MUD that contains a single player. All commands will be performed at the console using the Scanner class and output will simply be text printed to the console. Rooms will contain items that the player will be able to get and drop. That is the extent of what will be implemented at this stage.

## Requirements

1. The single player will enter direction commands to move from room to room. The command `get <item>` will allow the player to pick up an item in the room. If the item is not contained in the room an appropriate message should be displayed. The command `drop <item>` will allow the player to drop an item that is being carried. Again, display appropriate messages for any error conditions.
2. After each command, messages to the console should display a description of the current room, with exits, and contents of the room.
3. The command `exit` will terminate the execution of the program.
4. When finished, export your project as a ZIP archive and submit one copy in GoucherLearn. Your code should be fully commented and your project should contain JavaDoc documentation for all your classes.