Project — Part 3

CS 205

Your Task

Replace your command-line user interface with a GUI user interface.

Requirements

1. The GUI should display the name and an image for each room, the exits for the room, as well as lists for the room contents and the player's inventory. A textfield may be used to accept the player's commands. You may incorporate elements from the example GUI project on the course web site on phoenix into your GUI. However, the look and feel of your GUI should be distinct from the example GUI. In other words, your GUI shouldn't be a copy, or a near copy, of the example GUI.

2. All error messages must be displayed within the GUI.

3. The console (`System.out` and `System.in`) may not be used for input or output.

   You may use `System.out` for printing messages while you are developing and debugging this part of the project. However, the Java statements that print any such messages must be removed from your project before you submit it.

4. I recommend creating an `Images` folder to store your images. To do so, right-click your MUD project in Eclipse's Package Explorer pane and choose `New`, then `Folder`. Place your image files in this file. To ensure that Eclipse is aware of the image files, right-click your Images folder in the Package Explorer and choose `Refresh`.

5. Before exporting, refresh your Images folder one last time. When finished, export your project and submit one copy in Canvas. Your code should be fully commented.