CS205 – Project part 3

Modify your project so that all I/O is performed within a GUI.

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 textbox can be used to accept all the player's commands. A better approach would involve incorporating Swing elements such as buttons and lists. In fact, I will be looking for creativity in your GUI design.

2. All error messages need to be displayed somewhere within the GUI.

3. No output should be displayed to the console.

4. When finished, export your project and submit one copy. Your code should be fully commented and your project should contain JavaDoc documentation for all your classes.