Project — Part 5

CS 205

Your Task

Modify your project to include at least four additional features (your "flair") to produce a final product that you will present to the class. (Remember — In *Office Space*, Brian had 37 pieces of flair!) One of these features will be the ability to have multiple players, each with their own GUI.

Requirements

1. Your MUD should launch at least two JFrames, one for each player. If a player is in a room with another player they should be able to see that other player and be aware of the actions of that other player.

2. Your MUD should have at least 20 rooms with at least 5 different types of MOBs.

3. Here are some ideas for additional features to add. Of course, you may add any neat ideas that you think are interesting and fun.

   (a) You may add complex interactions between the players, items and MOBs.

   (b) You may add complex items, such as items contained within other items, items that have special properties, etc.

   (c) You may add complex behaviors to MOBs.

   (d) You may add some sort of scoring mechanism or player status.

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