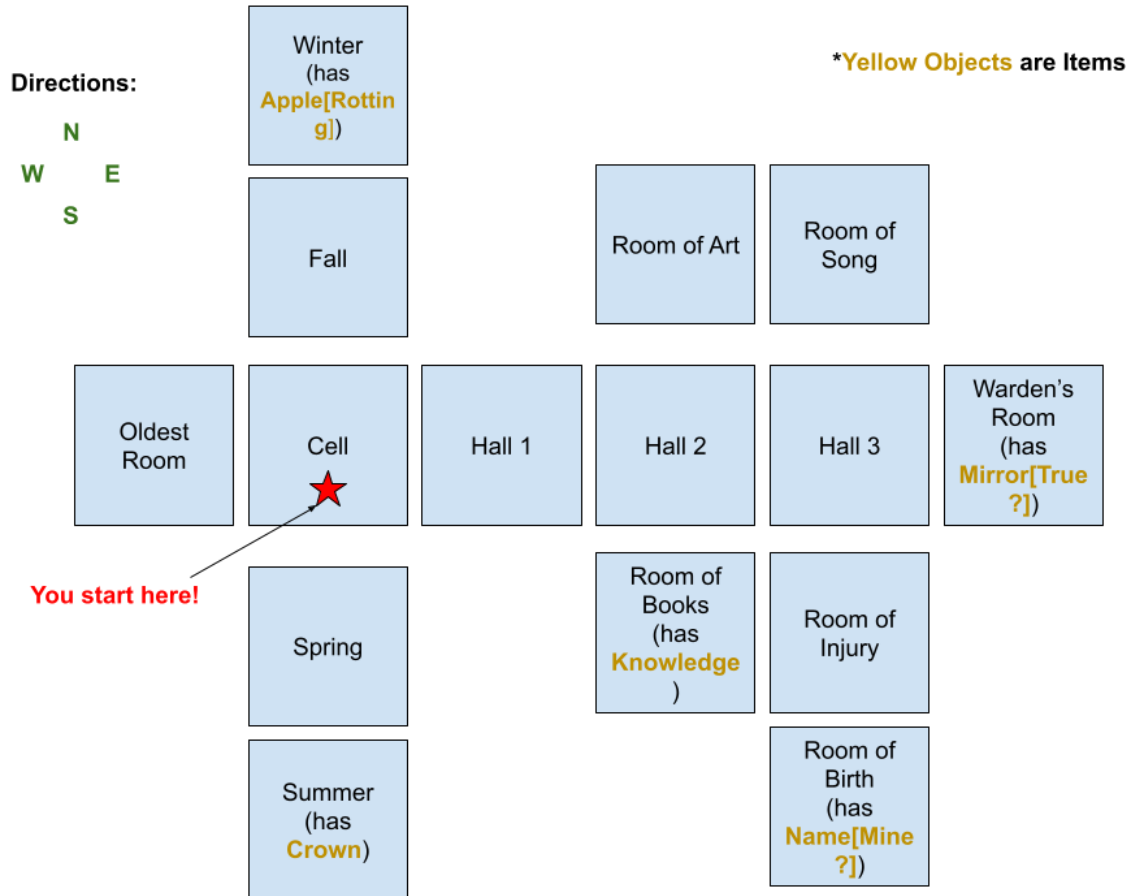


“Dream Prison” Walkthrough by Akhil Baidya

Initial Game Map:



Instructions for Gameplay:

1. The user has a couple of commands they can use. They can type 'take' or 'place' and then will be prompted to name an item name. The user will then take that item from the room they are currently in or place that item from their inventory into that room, if possible.

ex.

User inputs: take

Computer prompts: take what?

User inputs: Apple

2. The user can also type 'inventory' to see their inventory.
3. The user can also type 'go' to move to another room. After this, they will be prompted to specify where they want to go. They must respond with 'NORTH', 'EAST', 'SOUTH', or 'WEST' (and then will move in the direction they specify).

ex.

User inputs: go

Computer outputs: go where?

User inputs: WEST

4. Finally, the user can quit the game by typing in 'quit'

How to win/lose:

1. If the user places all items in the “oldest room,” they will achieve the **bad end** and the game ends.
2. If the user places all items except the apple in the “oldest room” and places the apple in the “cell,” they will achieve the **true end** and the game ends.