

Finding Adventure: Player State

Key	Value	Initial	Description
game status	string	"playing"	Whether the game is in progress or has ended
location	string	"Yard"	Where the player is in the world
flock	boolean	False	Whether the player has found and collected the flock
knowledge	Boolean	False	Whether the player has discovered the truth about themselves
hungry	boolean	True	Whether the player has eaten or is still hungry