ds\_maps can be used for storing room data. Logic will be seperate.

Naming for files goes as follows:

0\_Zone1\_Room1\_State1A1

First number is Master State

Then Zone location. Has desc name.

Then Zone number.

Then Room location. Has desc name.

Then Room number

Then Sublocation

Then Variation of Sublocation

Template for maps per room as follows:

Room1\_Descriptions:

* Key: State\_1
* Value: \*room description for feed here\*

Room1\_State1\_Actions:

* Key: Open
* Value: Open the door

Room1\_State1\_Reactions:

* Key: Open
* Value: You open the door