Puppy Sitting, To Do List

Items include, coin, Phone code 373, Key64 for entry at top of stairs. Key835 is found in office. Need to write in where to use it(wine room)**Still need to use**

The wine room trigger from the odd placed wine bottle, opens into the bookshelf room.

Can re-use the function “searchBookcaseRoom” to describe the room

Other ideas

Wineroom-reds on one side, white on the other. You notice one white wine amongst the red

When you go to pick it up if will not come off the rack, you realize it is a lever, you pull it and…..enter the bookscaseRoom-see above and can re-use a code here.

In file foyerNorth

I have made the staircaseKey and endpoint foyer/useKey64

**I still need to hide this key64 somewhere** hide it in the cookie jar in kitchen.

In file foyerWest, need to update blank wall into an archway(door and doorway used in Foyer)

Create file hallway (this is where the staircase door leads to)

Will need to add one to foyerNorth, enter hallwayway with new endpoint 3000:Hallway

I have created a saying on powderroom mirror “TO ALL THAT ENTER, BEWARE THE BEAR”

I need to figure out how to incorporate this in the story somewhere.

Ideas hide something in bear rug mouth

Hidden trap door beneath bear rug

Bear rug teeth are poison, you reach in and are poisoned(fall unconscious, wake in

another room?

Not sure, just some brainstorming

Create file Sound Studio- will have recording of thunder. Huge speakers, strobe lights

Maybe you find a tube with metal bumps all over it. When you find the musicbox, you put it in there and when it plays, it does something. A secret door opens, or plays a message?