Puppy Sitting, To Do List

I have started the randomizer in “newGameInstr” file. Need to ask some questions on it

[Office, BookshelfRoom, Attic, SoundStudio, Kitchen, WineRoom]

Are the rooms included, on line 16

Items include,

coin, used in gumball machine – open sound studio

Phone code 373, used – file 373 in filing cabinet is password

DogLifePoochFriend password to open computer

Key64 for entry at top of stairs. **This key is not hidden or found yet**

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.

Create an itemlist endpoint-and add items when they are found???

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)

In office

Need to come up with a formula that if they search for any other file than 373, they get a generic message saying you find a boring document

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

Create a random function to determine where puppy is, in each room call out to puppy? Or will it just tell me that they are in the room? I like if function would tell me I am in the room.

Then need to write, that once you have puppy, you head back to the front door, and it is open, you leave and it slams behind you

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?