Haunted House RPG

Game Movement

* Complete map
  + Name rooms logically
* Operational doors
* Locked doors + Working keys
* Transitions between floors
* Scripted events

Additional features

* Pickup items
* Powers
* Torches and light properties
* Health bar in external window
* Moving Mobs

Room Names

* Ground floor
  + g\_west\_hallway, g\_dining\_room\_west, g\_dining\_room\_east, g\_kitchen, g\_east\_hallway\_east, g\_east\_hallway\_west, g\_office, g\_lounge\_east, g\_lounge\_west
* Basement
  + b\_store\_room, b\_pantry, b\_torture\_room, b\_hallway, b\_secret\_room, b\_workshop, b\_wine\_cellar
* First floor
  + f\_hallway\_south, f\_hallway\_east, f\_hallway\_north, f\_hallway\_west, f\_child\_bedroom, f\_store\_room, f\_bathroom, f\_master\_bedroom
* Attic