The Proper Room

Explore through a pocket dimension comprised of a building with 10 rooms, One of those rooms is the exit from the pocket dimension back into the real world, but the other rooms consist of a decoy, you must find the proper room that contains the exit!

The map is consisted of a normal looking building in which the player will have to go either North, East, West, or South to see what happens, or in this case, what decoy the player will run into, have they ran into one of the various wrong rooms.