Python Text Adventure Game

# Starting

You begin awaking in a room, not your room. But a cold stone room, with no lights and no bed. Greatly confused, you must assess the situation and decide how you will get out of the room.

1. Feel around for any objects or items “Feel around”
   1. Find loose stone tile and door
      1. CB: Replace 01 with ‘Attempt to use door “Try door”’
         1. [MC 1.1.1.a.ii] “The door unlocks and opens.” EO
         2. ![MC1.1.1.a.ii] “You must have a key to unlock this door” RO
      2. ATO: Add ‘Attempt to look under loose stone tile “Try stone tile”’
         1. “You found a key” [CF 1.1.1.a.i] RO
2. Listen for any clues as to where you are “Listen closely”
   1. Hear muffled noises that sound like voices or music
      1. RO
3. Look around for anything important “Look around”
   1. It’s too dark to see anything!
      1. RO

# 1.2: Hallway (2,1)

You exit the room you were in and look down the hallway. It’s a massive corridor with multiple hallways springing out of it. Around you there is only one door, the door back to the room from whence you came. You also see that the hallway has a room at the other end of it. Other than that, there is an intersection just ahead of you. There’s a sign on the wall saying Hallway 3.

1. Go back into the room that you came from “Go back”
   1. You’re back where you started, nothing interesting here.
      1. **CB**: Replace 01 with ‘Go back outside to the hallway “Get out of the room”’
         1. **TRO**
      2. **CB**: Remove 02
2. Walk down the hallway to the intersection “Walk ahead to the intersection”
   1. You’re right before the intersection and you see another sign on the hallway cutting perpendicular to the hallway you’re in. It says “Hallway A”. You can’t see anything down the hallway to your left, and there is no hallways to you’re right. But you also hear a thudding sound.
      1. **CB:** Replace 01 with ‘Turn left and head to (3,2) “Turn Left and go down Hallway A”’
         1. **EO**
      2. CB: Replace 02 with ‘Go back to (2,1)s “Go back”’
         1. **TRO**

# 1.3: Hallway (3,2)

As soon as you turn the corner, you see a solider walking down the hallway towards you. You also see a room to the left and a room to the right. The solider, who is a private, notices you and starts to run towards you. What do you do?

1. Run for the office to your left
   1. The door is locked and the private is getting much closer
      1. **CB**: Replace 01 with 02.
      2. **CB**: Remove 02
2. Run for the office to your right
   1. You enter the office and slam the door.
      1. **EO**
3. Attack the private (1-2DP)
   1. You get the first hit, **GTC:** Private
      1. **CFA**: You’ve defeated the private. You must hide the body to avoid alarm in the building.
         1. [MC 1.3.1] **CB**: Replace 01 with ‘Put the body in the office to the right ”Hide the body in the office to the right”’
            1. **EO**
         2. ![MC 1.3.1] CB: Replace 01 with ‘Put the body in the office to the left “Hide the body in the office to the left”’
            1. **RO**
         3. ![MC 1.3.3.a.i.1] & ![MC 1.3.1] **CB**: Replace 02 with ‘Put the body in the office to the right ”Hide the body in the office to the right”’
            1. **EO**

# 1.4: Room (4,2)

This office luckily has a light in it. It has a desk facing the door and a cabinet next to it. That’s all you can see from a first glance.

1. [MC: 1.3.3.a.i.1] &| [MC: 1.3.3.a.i.3] Hide the body behind and under the desk
2. ![MC: 1.3.3] & [MC: 1.3.1] Look Around the Office
3. Go back to the hallway (3,2)
   1. ![MC: 1.3.3] The private attacks you as soon as you step out dealing expected damage. **GTC:** Private
      1. **GOTO**: 1.3.3.a.i (remove every other option except for 1.3.3.a.i options)