

```
class Scene():

    def enter(self):
        pass

class Engine(object):

    def __init__(self, scene_map):
        pass

    def play(self):
        pass

class Gameover(Scene):

    def enter(self):
        pass

class Bryant_park(Scene):

    def enter(self):
        pass

class Central_park(Scene):

    def enter(self):
        pass

class Met(Scene):

    def enter(self):
        pass

class Winnerscene(Scene):

    def enter(self):
        pass

class Map(object):

    def __init__(self, start_scene):
        pass

    def next_scene(self, scene_name):
        pass
```

```
def opening_scene(self):  
    pass
```

```
a_map = Map('Bryant_park')  
a_game = Engine(a_map)  
a_game.play()
```