Wai Chu
Angel Trinh

NYC Game: Exploring NYC

'''Key Concept: Visitor exploring New York City and ends up in the Metropolitan Museum of Art. Each scene will have a description, which will give the player an idea of how to go to the next scene.

Classes
start scene (1st Scene): Bryant park
walk
*train
cab

2nd Scene: Central Park
Lost in Central Park, and you see homeless people asking you for money
Give money
*Run
Call for police

3rd Scene: Metropolitian Museum of Art (MET): Get Drunk at the Great Hall Balcony Bar, you finish one alcohol drink from distress and decide to:
*Check out Egyptian Art
Skimp on the Bar bill and run
Fall asleep from drinking too much

4th Scene: Egyptian Gallery: You are at the Egyptian Gallery and you see a small egyptian statue and a pen on the ground

*Steal the statue
Graffiti the art piece with the pen with your name
Leave with the pen
----
*Map
- start scene
- next scene
- opening_scene
* Engine
- play
*Scene
- enter
* Bryant Park
* Central Park
* Metropolitian Museum of Art (MET)
*Egyptian Gallery
*game over scene

* winner scene

'''

```python
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
```

```python
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()
```