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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: Metropolitan 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

* Metropolitan Museum of Art (MET)

* game over scene

* winner scene

```
'''
```

```
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()
```