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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: 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

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\*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

'''

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()