**Adventure game**

1. Assignment Instructions

* Description of what is happening
* Ask to make a choice
* Conditions for winning and losing
* Random factors
* Pause between lines
* Way to handle bad input
* Refactor the code
* Check for errors
* Test the code

1. Story line

**Game name:** Escape room

**Intro:**

You were kidnapped and trapped in an abandoned house. This place is unfamiliar to you, you do not know what happened, and who kidnapped you.

What do you do?

>Look around (then Room 1)

>Walk towards the door (if without the big key then display door message)

**Room 1: Bedroom**

The room is quite dark, only a desk light to light up the place. You see a message left on the wall: “Try to escape if you can”. You see a bunch of furniture, suggesting you are in the bedroom. There is: a single bed, a desk lamp, a bureau, and a closet.

What do you do?

>Inspect the furniture (then display other question)

>Walk towards the door (if without the big key then display door message)

What furniture do you want to inspect?

>The bed (then display bed)

>The desk lamps (then display desk lamp)

>The desk (then display desk)

>The closet (then display closet)

>Do not inspect, walk toward the door (if big key, then door, if no big key door message)

**Bed:** You inspect the bad. There is only a pillow and a duvet. What do you do?

>Sit on the bed (then display the massage: You sit on the bed and wait (pause there is longer than others: suspense). Nothing happened. What do you do?)

>Laying on the bed (if has the box, then see broken bed, if not display a message like sit on the bed.)

>check the pillow (then pillow, get the key)

>check the duvet (display a message: You lift the duvet, cockroaches attack you. Unfortunately, you died. (ask to replay the game.))

>check under the bed (then underbed)

**Pillow:** It will display this message: You find a key under the pillow. What do you do?

>continue to inspect the bed (then bed choice)

>find a use to that key (then bedroom choice)

**Broken bed:** If the player had looked under the bed, took the object before laying on the bed, the bed broke. And display this message

You lay on the bed and the bed broke. You fall into a dark tunnel. You continued to fall, following the tunnel and you arrived in a very dark park.

Congratulation, you have found the fastest way to get out of the house. Or not. Maybe this is part of the house too… you are trapped forever. (ask for replay the game)

**Underbed:**

You check under the bed. You found a heavy big box. You decided to look inside.

If the player does not have a torch, then:

There is nothing inside.

If the player has a special light torch, then:

You use your torch to light up inside the box. The box was filled with figurines collections. You dig inside and found a big key.

What do you do?

>continue to inspect the bed (then bed choice)

>find a use to that key (then bedroom choice)

**Desk lamp**: You inspect the Desk lamp. You found a piece of paper with a message under the lamp. Saying “either one or both are lying.” What do you do?

>check the desk (then desk)

>continue to check the room (then room choice)

>walk to the door (if no big key then bedroom message, if big key then door)

**Desk:** You decide to inspect the desk.

If the player has the key

You took the key you found under the pillow and insert it into the lock. You opened the drawer and find a torch.

If the player doesn’t has the key

The desk seems to be locked. A key is needed to open it.

What do you do?

>continue inspect the desk (there is nothing more to find)

>continue inspect the room (then bedroom choice)

**Closet:** You approached the closet, heard some noise coming from inside. You opened it. A white cat stare at you. What do you do?

>Close the closet door.

You looked at the cat, the cat looked at you. You realised it was a stuffed animal. You closed the closet door. The noise you heard before when back again.

>Take the cat with you.

You looked at the cat, the cat looked at you. You realised it was a stuffed animal. But you decided to take it with you. You closed the closet door, and noises stopped.

>Try to pet the cat.

You look at the cat, the cat looked at you. You realised it was a stuffed animal. But you try to put the animal nevertheless. The stuffed animal did not make any noise. You closed the closet door. The noise stopped.

What now?

>continue to inspect the closet (then closet choice)

>continue to inspect the room (then room choice)

**Door:** You approached the door. A massage is appeared on each of them. Door A: This door is the way out, Door B, This door is not the way out. Choose a door.

>A (You used the big key to open the door, a bright light blind you. You were drawn by an invisible force and trapped into an empty bright space forever. (ask to replay the game)

>B (You took the big key out of your pocket. The key is drawn by the door. The door opened and the lights blinds you. You passed through the door. You arrived at a sunflower field.

(If the player has the stuffed cat: The studded cat that you had become alive and purring in your arms.)

Congratulations, you have successfully escaped the house and can live happily for the rest of your life. (exit)

**Door Message:**

You see there are two doors standing next to each other on a different side of the wall.

(display a random message)

* You approached the doors, and both doors disappear. You were surprised and took a step back; the doors reappear again.
* You tried to open both, but they seem locked. You need a key to open them. You step back.
* You approached the doors; the doors move away from you. You run after the door, but you cannot get it. You step back and the doors went back to their original place.

Seems like you need to stay in this room a little bit longer.

What do you do?

**Bad input:**

If there are some bad input, put these random sentences:

* What is {response}?
* Don’t know what that is.
* There is not such a thing here.
* Your choices are limited, darling.
* You cannot do this.
* Are you sure this is a wise choice?
* Whatever is this, it is a very bad choice.

Each of these sentences will followed by: Try again.