

Create Map

Map menu

- Name
- Create Room
 - Tipo?
 - ChoiceEvent?
 - Pergunta
 - Opções
 - Opção certa
- Create Corridor
 - BuffDebuffEvent?
 - Pedir room de origem e destino
 - Listar Rooms para escolher
- Mínimo 2 rooms
- 1 Tesouro apenas

Event Menu

- Choice Event
 - Pergunta
 - Opções
 - Resposta Certa
- Buff Debuff Event
 - Mensagem
 - Tipo de Efeito
 - Valor

Validate Map

- Mapa tem tesouro
- Tesouro tem ligação
- Mapa tem > 2 Rooms

Export Map

- Formato JSON

JSON Format

Map File

```
{
  "id": "maps_1",
  "map_name": "Map 1",
  "rooms": [
    {
      "id": "room_1",
      "name": "Treasure Room",
      "description": "Treasure Description",
      "event": "event_room_1",
      "type": "treasure"
    },
    {
      "id": "room_2",
      "name": "Normal Room",
      "description": "Normal Description",
      "event": "event_room_2",
      "type": "room"
    },
    {
      "id": "room_3",
      "name": "Entrance Room",
      "description": "Entrance Description",
      "event": "event_room_3",
      "type": "entrance"
    }
  ],
  "corridors": [
    {
      "origin": "room_1",
      "destination": "room_2",
      "event": "event_corridor_1"
    },
    {
      "from": "room_2",
      "to": "room_1",
      "direction": "south"
    },
    {
      "origin": "room_2",
      "destination": "room_3",
      "event": "event_corridor_2"
    }
  ]
}
```

```
    },
    {
      "from": "room_3",
      "to": "room_2",
      "direction": "north"
    }
  ]
}
```

Maps JSON

```
{
  "maps": [
    {
      "map_id": "map_1",
      "path": "/maps/map_1.json"
    },
    {
      "map_id": "map_2",
      "path": "/maps/map_2.json"
    }
  ]
}
```

Save File

```
{
  "maps_id": "map_1",
  "finished": true,
  "winner": 1,
  "players": [
    {
      "player_id": 1,
      "player_type": "player",
      "username": "Alice",
      "turns": 5,
      "location": "room_1",
      "path_history": ["room_1", "room_2", "room_3"],
      "blocked_turns": 1
    },
    {
      "player_id": 2,
      "player_type": "bot",
      "username": "Bob",
      "turns": 3,

```

```
    "location": "room_4",
    "path_history": ["room_4", "room_5"],
    "blocked_turns": 0
  },
  {
    "player_id": 3,
    "player_type": "bot",
    "username": "Charlie",
    "turns": 4,
    "location": "room_2",
    "path_history": ["room_2", "room_3", "room_1"],
    "blocked_turns": 2
  }
]
```