Find My Friend in this Hotel!

Software Requirements Specification

FINAL

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Contents

1 Introduction

1.1 Purpose

Find My Friend in This Hotel! is an interactive texted based adventure game where the user will explore a series of connected rooms solving puzzles and defeating monsters.

1.2 Scope

Find My Friend in This Hotel! Is a text-based game with three separate maps to explore. There must be a minimum of 30 rooms, 10 puzzles, and 5 monsters. Rooms must have exits specified for each. The user must solve puzzles to be able to progress through the game. Each puzzle must have an acceptable solution and the user should not be able to skip steps. The user can get hints for the puzzles but should not be given the solutions outright. The user can access commands like look, search and inspect to get more information that can lead to completing puzzles or defeating monsters.

1.3 Overview

The purpose of the game is to find your friend that is somewhere in a hotel. The player will wake up after a night of partying and it's your job to find out what happened to your lost friend. There will be logic puzzles, aggressive enemies, and rooms to explore.

2 Requirements

2.1 Interface Requirements

2.1.1 User Interfaces

All interaction with the user is via the command line interface. Once the game has started the user is prompted for a command. The game prints a response and asks for the next command. If the user enters a bad command the system responds to the user appropriately and asks for a new command.

2.1.2 System Interfaces

The game must use SQLite DB to store information about the game.

2.2 Game Features

The user should be presented with a Main Menu when they load the game. The Main Menu will give them options to Load a saved game, start a New Game or Resume from their last played game.

2.2.1 Commands Manager

The Commands Manager should parse user input and control interactions between the user and the game artifacts. This is a list of commands that should be listed when the user inputs help. Some rooms will require additional commands that will be explicit to only those rooms. If input is received by the system that does not match the circumstances an invalid response should be returned.

- Move [DIRECTION] – the user should be able to use simple commands to move between rooms and only be allowed to move between valid rooms in the game. Valid directions will be north, south, east, & west to move between rooms. Up, & down are only valid in the elevator and stairs to move between floors.

    - o INVALID RESPONSE: "You cannot move in that direction. Please try again."

- Run - the user retreats to the room they were in previously in if given the option.

    - o INVALID RESPONSE: "You cannot run at this time. Please try again."

- Attack – the user will engage with a monster if given the option.

    - o INVALID RESPONSE: "You cannot attack at this time. Please try again."

- Take [ITEM] – user takes an item, item added to inventory.

- o   INVALID RESPONSE: "You cannot take that right now."
- ☐   Use [ITEM] – use an item.
    - o   Some items can be used in any room and some items will require use in a specific room. When using an item, the game will have to check if both conditions are correct.
    - o   INVALID RESPONSE: "You cannot use that right now."
- ☐   Equip [ITEM] – hold item in hand.
    - o   INVALID RESPONSE: "You cannot equip that right now."
    - o   The player can only equip 2 items, 1 for each hand. If the player attempts to equip an item when 2 items are already equipped return the message: "You are already holding: [ITEM1] & [ITEM2]."
- ☐   Unequip [ITEM] – remove item from hand.
    - o   INVALID RESPONSE: "That is not currently equipped."
- ☐   Drop [ITEM] – drop item in current room.
    - o   INVALID RESPONSE: "You cannot drop that."
- ☐   Look – reprints the room description and a list of items in the room.
    - o   INVALID RESPONSE: "You cannot do that right now."
- ☐   Talk [TARGET] - talk to a specified target.
    - o   INVALID REPSPONSE: "You cannot talk to that."
- ☐   Inspect [Entity] – prints more detailed information about what is being inspected (i.e., inspect hammer or inspect couch)
    - o   INVALID RESPONSE: "You cannot inspect that."
- ☐   Inventory – returns the user's inventory.
    - o   INVALID RESPONSE: "You cannot do that right now."
- ☐   Hint – returns a hint.
    - o   INVALID RESPONSE: "Sorry I don't have any hints right now."
- ☐   Help – Display available commands.
    - o   INVALID RESPONSE: "You cannot do that right now."
- ☐   Save – saves the current state of the game.

        o   INVALID RESPONSE: "You cannot do that right now."

☐   Points – returns how many points the user has.

        o   INVALID RESPONSE: "You cannot do that right now."

☐   Menu – save and exit current game/ return to main menu.

        o   INVALID RESPONSE: "You cannot do that right now."

☐   Quit – returns the user to the main menu.

☐   Any other input that is not interpretable by the game respond with "I'm not sure what you're trying to do. Maybe try something else?"
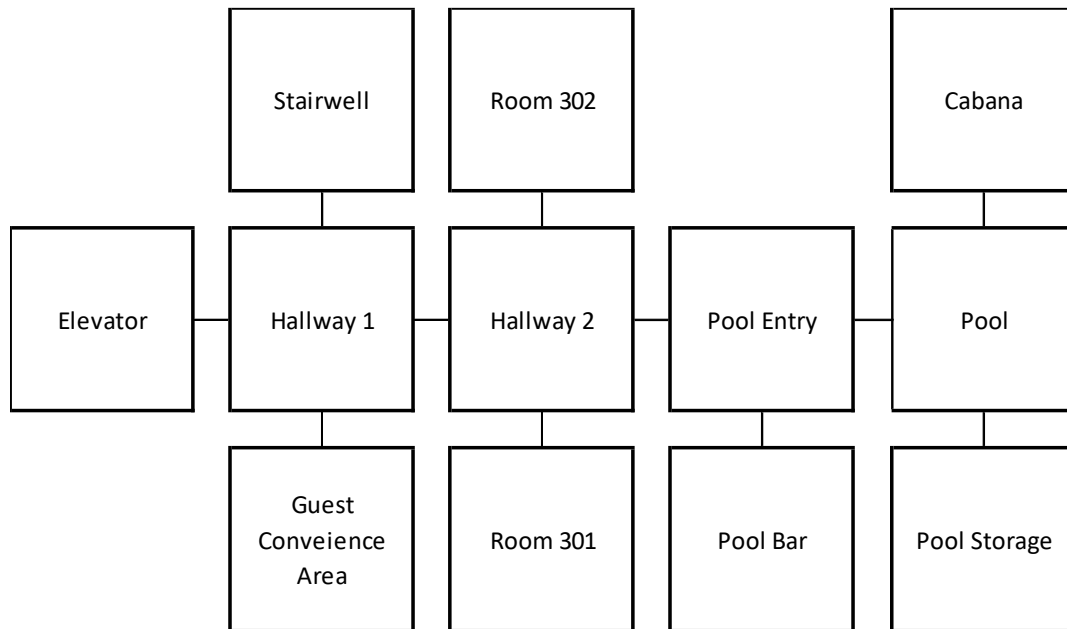
2.2.2 Points Manager

☐   The game should track the users score based on points given for puzzles, rooms, etc detailed for each room.

☐   The user should not be able to gain points by repeating the same command over and over. For example, if the user has already taken an item once, they should not be able to drop the item and take it again to get more points.

☐   The user should automatically receive 1 point for each room visited.
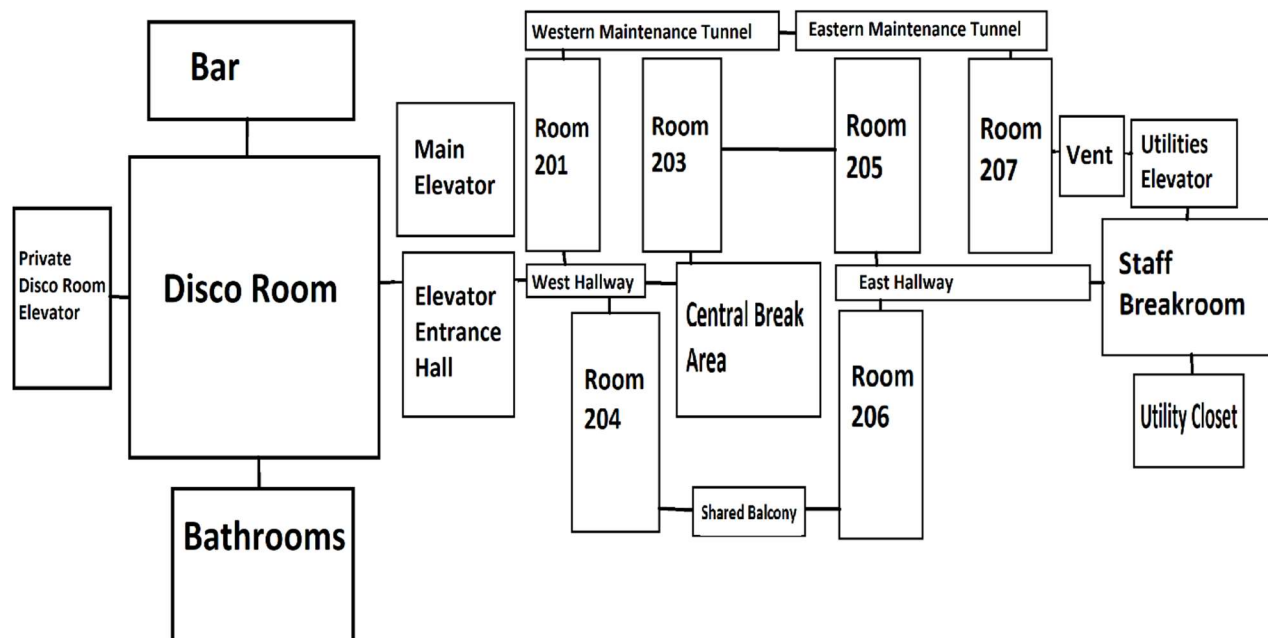
2.2.3 Map Manager

The map manager should keep track of the user's location and what rooms have been already visited. The maps are based on cardinal directions N, E, S, & W. Up and Down can be used in the elevator and stair to move between floors.. The map is as follows:

- 3rd Floor/Pool Area

Stairwell	Room 302		Cabana
Elevator — Hallway 1 —	Hallway 2 —	Pool Entry —	Pool
	Guest Conveience Area	Room 301	Pool Bar	Pool Storage

- 2nd Floor/Nightclub Area

Bar

Private Disco Room Elevator — Disco Room — Main Elevator / Elevator Entrance Hall

Western Maintenance Tunnel — Eastern Maintenance Tunnel

Room 201 — Room 203 — Room 205 — Room 207 — Vent — Utilities Elevator

West Hallway — Central Break Area — East Hallway — Staff Breakroom

Room 204 — Room 206 — Utility Closet

Shared Balcony

Bathrooms

- 1st Floor/Hotel Entrance

Elevator	Cafeteria	Room 101	Room 102	Room 103
Stairs	Hallway			
Lobby	Front Desk	Room 104	Room 105	Room 106
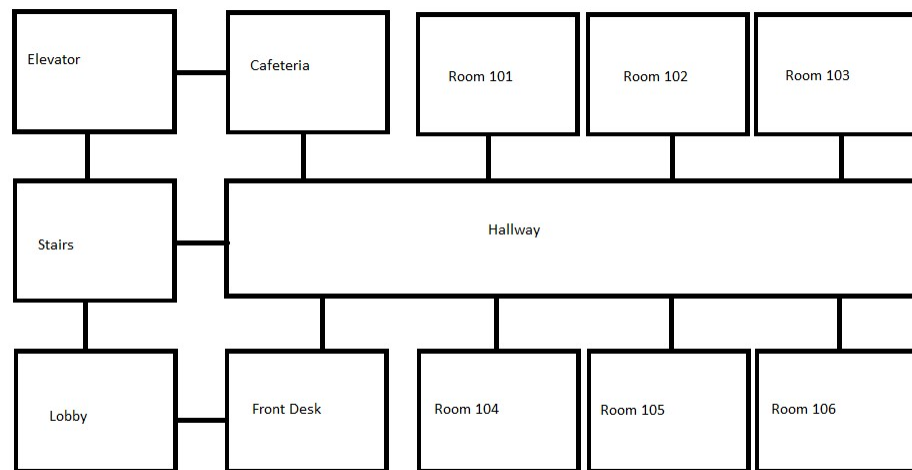
2.2.4 Inventory Manager

The inventory manager should keep track of all items in the game and their location. The inventory manager can also get information about item stats, descriptions, and item state when the user interacts with them.

Inventory should be limited to 10 items at a time. User should be able to add and remove items from inventory at any point during the game. Game should keep track of where the items are, if they are dropped in a room, they should remain there and be retrievable in the future. If the user attempts to use or inspect an item, the game should make sure the user has the item in inventory. If they don't have the item, the game should respond "You don't have [item name]."

Game Items (This is a list of the game items and valid commands associated with those items):

- Hammer
    - Inspect hammer – "This item could be used for self-defense."
    - Equip hammer – "You equip the hammer."
        - Hammer adds +10 to attack power.
- Hat
    - Inspect hat – "This is your friend's hat. I wonder where they went?"
- Room Key 302
    - Inspect room key – "This looks like a normal hotel room key. It has the number 302 written on it."
- $20 bill
    - Inspect $20 bill – "This looks like any other lightly used bit of currency. You could probably use it to buy something."
- Pool key

- o Inspect pool key - "This is a normal looking key. There is a label on it that reads 'POOL STORAGE'."
- Wet phone
    - o Inspect wet phone - "This phone looks familiar, although very wet and no longer functional. You must have dropped it last night. It has the normal ports for earbuds and charging and a slot for a sim card."
    - o Take sim card - "You remove the sim card."
        - □ Add sim card to inventory.
    - o Use wet phone - "What would you do with it? It is clearly broken."
- Sim card
    - o Inspect sim card - "This is a normal looking sim card."
    - o Use sim card -
        - □ [If player has new phone] - "You place the sim card into the new phone."
            - □ Remove sim card from inventory.
            - □ Update new phone to has sim card.
        - □ [if player doesn't have new phone] - "The sim card is pretty useless unless you find a new phone for it."
- New phone
    - o Inspect new phone:
        - □ [if doesn't have sim card] "A dirt cheap phone you bought from a vending machine. A sim card will let you connect to your cell network."
        - □ [if has sim card] "The phone appears to have connected to your cell network."
    - o Use phone:
        - □ [if doesn't have sim card] "The phone is useless without a sim card."
        - □ [if has sim card]: "Would you like to check messages or make a call?"
            - □ [make a call] "You call your friend, but there is no answer."
            - □ [check messages] "You check your messages... 'Hey friend! If you talk to the bartender at the pool bar, he'll ask you a riddle. The answer is map. Dumb huh? See you later!'"
- Keycard
    - o Used to access the 2nd floor through the elevator. It will be obtained by the front desk clerk after she is given a gift basket.
    - o Can use the commands 'Equip', 'Use', 'Take', 'Inspect'
- Meat
    - o The meat will be seen in the lobby where a guy will be holding on to it. To obtain it, the user needs to put the lobby guy to sleep to take the meat.
    - o The meat is used to distract the tiger in room 106. It will be hooked onto a fishing pole.
    - o The meat can be used with or without the fishing pole. Two different scenarios will occur.
    - o Can use the commands 'Take', 'Use', 'Equip', 'Inspect
- Sleeping potion/vial
    - o It can be named sleeping potion or vial.

- o This item will be in room 104.
- o It will be used to pour into a drink of choice to put the lobby guy to sleep.
- o Can use the commands 'Take', 'Use', 'Equip', 'Inspect'
- Gift basket
  - o Will be obtained in room 106
  - o Will be used for the front desk
  - o Can use the commands 'Take', 'Equip'
- Ripped jeans
  - o Obtained in cafeteria table
  - o Will include a room key to 106 inside a pocket.
  - o Can use the commands 'Take', 'Inspect'
- Room key 106
  - o It is obtained inside the ripped jeans
  - o Will be used for room 106 because it will be locked
  - o Can use the commands 'Take', 'Inspect', 'Equip'
- Teacups
  - o Will be obtained in the cafeteria table
  - o Will be used to make tea on the buffet table using the tea kettle
  - o Can use the commands 'Take', 'Equip'
- Tea kettle
  - o Will be used to pour water into the teacups
  - o Not be able to put into inventory
  - o Can use the commands 'Take', 'Use'
- Mask
  - o Will be obtained in room 104
  - o Will be used for room 105
  - o Can use the commands 'Take', 'Equip'
- Fishing pole
  - o Will be obtained in room 101
  - o Will be used in room 106 to hook meat onto it
  - o Can use the commands 'Take', 'Inspect', 'Equip'
- Spoon
  - o Will be found in room 105
  - o Can use the commands 'Take'
- Beer mugs
  - o Will be found in room 105
  - o Will be used for room 102. It will be equipped and given to the beer person.
  - o Can use the commands 'Take', 'Equip'
- Plate
  - o Will be found in room 105
  - o Can use the commands 'Take'
- Tea packet
  - o Will be found in room 103
  - o Used to make a cup of tea in the cafeteria on the buffet table.
- $10 bill

- o   Inspect $10 bill "The $10 bill you won with your advanced riddle skills."
- Stair key
    - o   Inspect stair key "A well-worn key labeled, 'Stair key'".
- Note
    - o   Inspect note "Looks like your friend left you a note. It reads, 'You passed out at the pool so left for another party, the elevator is out of order. If you wake up before I'm back, you'll need this key to access the stairs.'"
- Earbuds
    - o   Inspect earbuds "These are some decent looking earbuds that provide quality sound and an ergonomic fit."
- Staff ID
    - o   Inspect ID "It is some sort of Staff ID card. While the picture is blank, the name is listed as Patrick Thompson. Who is Patrick and why is his ID left here? Can I use it for something?"
- Baseball Bat
    - o   Inspect bat :It is a mid-sized wooden baseball bat. While not as damaging as a metallic bat, a wooden bat can still be as equally effective. If used right, you could knock someone out."
- 1$ Bill
    - o   Inspect 1$ bill "What does it look like? It is a one-dollar bill."
- Bartender's Glass
    - o   Inspect glass "It is a tall and shiny beer glass that has a curve to its structure. It has the words 'Coka Cola' imprinted in cursive on the side and distinct engravings on the glass's sloped curve."
- Paper (Code)
    - o   Inspect paper "The paper contains the code [RANDOM 4-DIGIT CODE]."
- Staff Uniform
    - o   Inspect shirt "The shirt is a collared baby-blue shirt with the hotel's logo embroidered on the right side."
- Coffee
    - o   Inspect coffee "A cup of freshly-brewed coffee. The cup is almost hot to the touch."
- Gray Key
    - o   Inspect gray key "A solid gray key, labeled '206'".
- Maintenance Key
    - o   Inspect maintenance key "A well-worn key, labeled 'MAINT'".
- Utilities Key
    - o   Inspect utilities key "A heavily-worn, but still usable, key, labeled 'UTIL'".
- Private Elevator Key
    - o   Inspect private key "A gold key, labeled 'VIP ELEV. ACCESS'".

2.2.5 Fight Manager

The fight manager should govern fight mechanics between the user and other actors in the game. It should also keep track of all actors hit points and attack power.

Fight sequence (if the player engages in combat the following sequence begins):

1. Player given options (Attack, Run, or Quit). These are the only commands available during a fight sequence unless otherwise noted.

    1.1. [Run] – return the player to the previous room they were in.

    1.2. [Attack] – continue through attack sequence.

    1.3. [Quit] – exit game.

2. Player Attack:
    2.1. Random number 0 or 1
        2.1.1.   0 = miss
            2.1.1.1.   0 HP removed from monster.
            2.1.1.2.   Print to user: "You missed!"
        2.1.2.   1 = hit
            2.1.2.1.   Random number 1-6*AP = HP removed from monster
            2.1.2.2.   Print to user: "You hit for [HP removed]."

3. Monster Attack:
    3.1. Random number 0 or 1
        3.1.1.   0 = miss
            3.1.1.1.   0 HP removed from player.
            3.1.1.2.   Print to user: "The [monster name] missed!"
        3.1.2.   1 = hit
            3.1.2.1.   Random number 1-6*AP = HP removed from monster
            3.1.2.2.   Print to user: "You were hit for [HP removed]."

4. Update HP of player and monster.
    4.1. If player HP < 1 :
        4.1.1.   Print "You have died."
        4.1.2.   Return to main menu.
    4.2. If monster HP < 1:
        4.2.1.   Print "You have defeated the [monster name]."
        4.2.2.   Update player points
        4.2.3.   Exit fight sequence.
    4.3. Else return to the beginning of the sequence.

List of hit points (HP), attack power (AP) and points awarded if monster defeated:

- User:
    - HP – 100
    - AP – 10
- Angry Patron:
    - HP – 80
    - AP – 5
    - Points – 15

- Rat:
  - HP – 20
  - AP –1
  - Points – 10
- Hotel Manager
  - HP - 30
  - AP - 4
  - Points - 20
- Disgruntled Janitor
  - HP - 60
  - AP - 7
  - Points - 45
- Sentient Vending Machine
  - HP - 100
  - AP - 10
  - Points - 75

3.2.5 Story Flowthrough

The following is a description of each room. Valid commands, items, and interactions are listed for each room. If the user attempts any other commands, an invalid response message should be returned.

Each time the user enters a room the LOOK command should automatically run.

Game Start/Intro: "Good morning!! You must have had one hell of a night. The last thing you remember is partying by the pool with your friend. The first thing you should probably do is find your friend. Maybe they could shed some light on the events from the night before. You sit up and look around."

Gameplay starts from the 3rd floor and moves to the 1st and the 2nd floor.

3rd Floor Rooms

- **Cabana**
  - [Description]: You are in a comfy cabana. There is a couch and a chair. On the chair is your friend's hat. There is a pool to the south.
  - [Items]:
    - room key
    - hat
  - [Take room key]: "You take the room key."
    - Add room key to inventory.
    - +1 point
  - [Take hat]: "You take the hat."
    - Add hat to inventory.
    - +1 point
  - [Move south]: Move user to the pool.

- **Pool**
  - o [Description]: You are at a tropical themed rooftop pool. There is a concerned looking pool boy. To the west is the pool lobby, to the south is a storage area, and to the north is the cabana.
  - o [Talk pool boy]:
    - [If pool boy doesn't have key]: "Hey I would talk to you, but I've lost my key to the supply closet. If I can't get in and get my tools to clean this pool the boss is gonna kill me!"
    - [If pool boy has key]: "Thanks for finding my key! That phone is pretty much useless now, but maybe you can remove the sim card and put it in another phone."
  - o [Use pool key]: "You give the pool boy the storage key. He is visibly relieved and hands you a phone he found in the pool."
    - Remove pool key.
    - Change pool boy to has key.
    - Add wet phone to inventory.
    - +5 Points
  - o [Move south]: Move user to the pool storage.
  - o [Move north]: Move user to the cabana.
  - o [Move west]: Move user to the pool lobby.

- **Pool Storage**
  - o [Description]: You are in a storage area near the pool. There are all sorts of uninteresting pool related things.
  - o [Items]:
    - Hammer
  - o [Take hammer]: "You take the hammer."
    - Add hammer to inventory
    - +1 point
  - o [Move north]: Move user to the pool

- **Pool Lobby**
  - o [Description]: "You are in the pool lobby; the room is empty. To the south is a bar, to the west is a hallway, to the east is the pool."

- **Pool Bar**

- o [Description]: "You are in a tropical themed pool bar. There is a portly looking bartender behind the bar."
- o [If Angry Patron defeated]: "There is an Angry Patron laying knocked out on the floor."
- o [If Angry Patron not defeated]: "An Angry Patron yells, 'Hey you're that guy that tricked me out of $20 bucks last night!' The Angry Patron storms over and attacks you!"
    - ☐ Enter fight sequence with Angry Patron.
- o [Talk bartender]
    - ☐ [if riddle not completed] "The bartender says, 'I'll give you $10 bucks if you answer my riddle right. I have cities, but no houses. I have mountains, but no trees. I have water, but no fish. What am I?'"
        - ☐ [if user responses with map] print "You got it right!! Here's the $10 bucks."
            - o Add $10 bill to inventory.
            - o +5 points
        - ☐ [else] print "Nah, not quite right. Talk to me if you want to try again."
    - ☐ [if riddle completed] print "The bartender smiles and says, 'Hey riddle master!! How you doing?'"
- o [Move north]: Move user to pool lobby.

- ☐ **East Hallway**
    - o [Description]: "This is a typical hotel hallway with plush carpet and ample lighting. There is a service cart outside of Room 302. To the north is Room 302, to the south is Room 301, to the east is the pool entry, and the hallway continues west.
    - o [Inspect service cart]: print "It is a typical hotel service cart. It has cleaning supplies, fresh towels, and a trash can. There are a pair of broken earbuds in the trash."
    - o [Take service cart]: print "This is way too big to go carrying around with you."
    - o [Take broken earbuds] print "You don't want some broken earbuds..."
    - o [Use room key]: "You unlock Room 302."
        - ☐ Change door to unlocked
    - o [Move north]:
        - ☐ [if door unlocked]: move user to room 302.

- □ [if door locked]: print "The door is locked. Maybe you should try a key?"
  - o [Move east]: move user to pool lobby
- □ **West Hallway**
  - o [Description]: "This is a typical hotel hallway with plush carpet and ample lighting. To the north is a door to a stairwell, to the west is an elevator, to the south is a guest convenience room and the hallway continues to the east. There is a sign on the elevator that reads, 'Sorry for the inconvenience, the elevator door is currently out of service. Please use the stairs.'"
  - o [Items]: Pool key.
  - o [Take pool key]:
    - □ Add pool key to inventory.
    - □ +1 points
  - o [Use stair key]:
    - □ Change stair door to unlocked.
    - □ Points +2
  - o [Move west]: print "You try to use the elevator, but it doesn't open."
  - o [Move south]: move user to guest convenience area.
  - o [Move north]:
    - □ [if stair door unlocked] move user to 3rd floor stair.
    - □ [if stair door locked] print "The stair door is locked."
  - o [Move east]: move user to the east hallway.
- □ **Room 302**
  - o [Description]: You are in Room 302. The room is nice and tidy. It was clearly already visited by room service. There are no clues as to what occurred the night before.
  - o [Items]
    - □ Stair key
    - □ Note
  - o [Move south]: move user to east hallway.
- □ **Room 301**
  - o [Description]: You are in Room 301. The room is currently undergoing cleaning. An unhappy looking room service person is busily vacuuming.
  - o [Talk room service person]

- [if room service person has earbuds] print, "The room service person is happily cleaning and listening to music."
- [if doesn't have earbuds], "The room service person glares at you and says, 'You are that guy from room 302, right? It took forever to clean your room and I broke my earbuds in the hurry.'"

o [Use earbuds]

- [if the user has earbuds]: print "You give the earbuds to the room service person. They are much happier now. The room service person says, 'Thank you so much! I found this in the hallway.' The room service person hands you a room key"
- Add room key to inventory.
- Remove earbuds from inventory.
- Change room service person to has earbuds
- Points +5

o [Move north]: move user to east hallway.

- **Guest Convenience Area**

o [Description] "You are in a guest convenience area. Against the wall is a vending machine."

o [Inspect vending machine] "The vending machine usually has snacks and other miscellaneous items. Unfortunately it doesn't appear to have been stocked recently. There is only a cell phone you can buy for $20 dollars and some earbuds you can buy for $10 dollars.

o [use $20 bill]

- Print "You put the $20 bill into the vending machine. A loud clang comes from the bin. You take the new cellphone from the bin."
    - Add new cellphone to inventory.

o [use $10 bill]

- Print "You put the $10 bill into the vending machine. A soft thump comes from the bin. You take the earbuds from the bin."
    - Add earbuds to inventory.

- **3rd Floor Stairs**

o [Description] "You are on the 3rd floor stair way.

- [[If rat defeated]: "There is rather squashed looking rat on the stair. You can go down to the 2nd floor stair way or south to the hallway."
- [If rat not defeated]: "A rat rears up and attacks you!"
    - Enter fight sequence with rat.

- o [Move south]: move user to west hallway.
- o [Move down]: move user to 2ⁿᵈ floor stairs

- ☐ **2ⁿᵈ Floor stairs**
  - o [Description]"You are on the 2ⁿᵈ floor stair way. The door to the 2ⁿᵈ floor is jammed shut. You can go up to the 3ʳᵈ floor or down to the Hotel Lobby.
  - o [Move up]: move user to 3ʳᵈ floor stairs.
  - o [Move down]: move user to lobby stairs.

First Floor Rooms

- ☐ **Elevator**
  - o *Message printed to user of description of room*: The elevator has 2 buttons, one for 3ʳᵈ Floor and one for Lobby. The 2ⁿᵈ floor is only accessible by keycard. You are on the first floor. East is the cafeteria. On your South is the stairs that lead you to 2ⁿᵈ and 3ʳᵈ floor.
  - o *Requirement*: User needs the keycard in their inventory to access the 2ⁿᵈ floor.
  - o *User command Exits*:
    - ☐ Move up
      - ☐ *Message printed to user*: You have reached the 2ⁿᵈ floor however need a keycard to access the floor.
      - ☐ Move up
        - o *Message printed to user*: You have reached the 3ʳᵈ floor.
    - ☐ Move East
      - ☐ Leads to cafeteria
    - ☐ Move South
      - ☐ Leads to stairs
  - o *User commands for Elevator on first floor*:
    - ☐ Hint
      - ☐ *Message printed to user*: This is the only way to access the 2ⁿᵈ floor but how?
    - ☐ Move up
      - ☐ *Message printed.*
      - ☐ Equip keycard
        - o Use keycard
        - o *Message printed to user*: You now have access to the 2ⁿᵈ floor.
- ☐ **Lobby Stairs**
  - o *Message printed to user of description of room*: You have arrived at the first floor. On your West you find the elevator. On your East you will

find the lobby. North is the hallway to the guest rooms. You may go up the stairs.

- o *User command Exits*
  - ☐ Move East
    - ☐ Leads to hallway
  - ☐ Move North
    - ☐ Leads to elevator
  - ☐ Move up
    - ☐ Leads to the 2nd floor
  - ☐ Move South
    - ☐ Leads to the lobby
- o *User commands for Lobby stairs:*
  - ☐ *Move Up*
    - ☐ Message printed to user*: You have reached the 2nd floor however it is locked. Only way to have access to the 2nd floor is through the elevator.
  - ☐ *Hint*
    - ☐ *Message printed to user*: Where could your friend be? Need to find the keycard to access the 2nd floor.

- **Lobby**
  - o *Message printed to user of description of room:* There is a guy sitting on the couch reading a book. Between his feet there lies a box of fresh meat. On the East is the front desk
  - o *User command Exits*:
    - ☐ Move North
      - ☐ Leads to stairs
    - ☐ Move East
      - ☐ Leads to front desk
  - o *User commands for Lobby*:
    - ☐ Hint
      - ☐ *Message printed to user:* That meat sure could be useful.
    - ☐ Inspect meat
      - ☐ *Message printed to user*: The lobby guy does not appreciate you peeking into his box of meat. He moves the box closer to him and continues to read. The guy explains he is heading to a high-grade meat competition. He cannot let anything happen to his precious meat.
    - ☐ Inspect guy
      - ☐ *Message printed to user*: Lobby Guy: "Would you like to talk?"
      - ☐ If user enters yes

- *Message printed to user*: You offer a drink of choice. The lobby guy accepts the offer and says to surprise him.
    - *Note*: If drink of choice is already equipped then the drink is automatically given to the lobby guy
    - If drink has the sleeping potion added to then message printed.
        - *Message printed to user*: Lobby Guy: "Ah... How splendid it's (drink of choice). Thank you, kind sir. Cheers!" The lobby guy sips his (drink of choice) and begins to wobble back and forth and says "I feel sleepy. I might take a nap." The lobby guy had fallen deep asleep.
            - Inspect meat
                - *Message printed to user*: The box of meat has a strong stench but does look high-grade meat.
            - Take meat
                - *Message printed to user*: Inventory updated.
        - Else *Message printed to user*: Lobby Guy: "Ah... How splendid it's (drink of choice). Thank you, kind sir." The lobby guy sips his (drink of choice) and begins to talk for hours about the meat competition he is attending. You end up falling asleep due to boredom.

- **Front Desk**
    - *Message printed to user of description of room:* You try to grab the clerk's attention but the clerk refuses to acknowledge you. She is very upset with you. She claims you did not call her last night. You let her know you are sorry, but it is not enough.
    - *User command Exits*:
        - Move West
            - Leads to lobby
        - Move North
            - Leads to hallway
    - *User command for Front desk*:
        - Hint
            - *Message printed to user*: The clerk seems really upset with you. You should give her something special.
        - Equip gift basket

- *Message printed to user*: You now have the clerk's attention. She is content and hands you an envelope. You open it and it contains a note and a keycard.
- Inspect note
  - *Message printed to user*: Note: Hey buddy, don't have my phone. Going to be in my room
- Inspect keycard
  - *Message printed to user*: Keycard has the number 2 on it.
- Take note
  - *Message printed to user*: Inventory updated.
- Take keycard
  - *Message printed to user*: Inventory updated.

- **Hallway**
  - *Message printed to user*: You are in the front of the hallway. North is the cafeteria. South is the front desk and west is the stairs. Each time you head East you will arrive at two doors north and south of you.
  - *User command Exits*
    - Move South
      - Leads to front desk
    - Move North
      - Leads to cafeteria
    - Move West
      - Leads to stairs lobby
    - Move East
      - *Note*: Each move will direct the user to two rooms. The rooms will be on their North and South side of the user.
  - *User commands for Hallway*
    - Hint
      - *Message printed to user*: I've heard strange people stay at this hotel.
    - Equip sleeping potion
      - *Requirement*: User must have the drink of choice already equipped to add the sleeping potion.
      - *Message printed to user*: You pour the sleeping potion into the drink.
    - Move East
      - *Message printed to user*: You have arrived at two rooms. North of you is room 101 and on the South is room 104.
      - Move North
        - Leads to room 101
      - Move South
        - Leads to room 104

- Move East
  - o *Message printed to user*: You have arrived at two rooms. North of you is room 102 and on the South is room 105.
  - o Move North
    - Leads to room 102
  - o Move South
    - Leads to room 105
  - o Move East
    - *Message printed to user*: You have arrived at two rooms. North of you is room 103 and on the South is room 106.
    - Move North
      - Leads to room 103
    - Move South
      - Leads to room 106
    - Move East
      - *Message printed to user*: You have arrived at the end of the hallway.

- **Cafeteria**
  - o *Message printed to user of description of room*: You entered the cafeteria. There is a buffet table with food placed neatly. Next to it there is a kettle full of water. In the middle of the cafeteria there is a table with a group of people. They are whispering while looking at your direction.
  - o *User command Exits*:
    - Move South
      - Leads to Hallway
    - Move West
      - Leads to elevator
  - o *User commands in Cafeteria*:
    - Hint
      - *Message printed to user*: The buffet table and the table look like something to investigate.
    - Inspect table
      - *Message printed to user*: You start walking near the table. The group of people immediately quiet down and avoid eye contact.
        - o You: "Do I know you?"
        - o The group of people begin to laugh hysterically and begin to leave. They do not say one word to you except leave items on the tables. You inspect

the table and find 2 teacups and dirty dishes. There is a ripped jean hanging on a chair.
- *User commands for inspecting table*
    - o Take [number] teacup(s)
        - *Requirement*: need to specify the number of teacups that the user is grabbing. Either 1 or 2.
            - If user wants to take one teacup, then user enters the command 'Take 1 teacup'
            - Else 'Take 2 teacups'
        - *Exception*: If user enters more than 2 teacups then a message appears.
            - *Message printed to user*: There are only two teacups on the table. Please enter a correct number of teacups wanted.
        - *Message printed to user*: Inventory updated.
    - o Take ripped jean
        - *Message printed to user*: Inventory updated.
    - o Inspect ripped jean
        - *Message printed to user*: Inside a pocket there is room key for 106
        - *User command while inspecting ripped jean*:
            - Take room key 106
                - o *Message printed to user*: Inventory updated.
- Inspect Buffet table
    - *Message printed to user*: Not much to see here. There's stale bagels and cartons of milk. Next to the food is a hot kettle
    - *User commands for inspecting buffet table*:
        - o Take food
            - *Message printed to user*: *Barf* Please throw it away. No need to save it.
        - o Take hot kettle
            - *Message printed to user*: Ahh! Too hot to keep in your inventory.

- *Note*: On the buffet table the user will be able to go through various commands to make a cup of tea. The user will need to have in their inventory at least one teacup and a tea packet to continue making a tea.
  - o Equip 1 teacup
    - *Requirements*: If user is holding one teacup, then can use the command 'Use kettle'. Else user needs to use the command "Drop teacup" to continue to make a tea.
  - o Use hot kettle
    - If user does not equip a teacup, then a message print.
      - *Message printed to user*: Hot water is poured on the cafeteria floor. Everyone who saw thinks you are crazy. An employee is terribly upset and kicks you out.
        - o Game Over.
    - *Message printed to user*: Hot water is poured into the teacup.
  - o Equip tea packet.
    - Use tea packet
      - *Requirement*: If user uses tea packet before using the hot kettle, then message printed.
        - o *Message printed to user*: Tea packet is inside the teacup. May want to add some water to make tea.
      - Else *Message printed to user*: Congratulations! You made a cup of tea. Anything special you want to add?
  - *Note*: The user will be holding the cup of tea unless the command 'Use tea' is used. Otherwise, they may add a sleeping potion.
  - *User commands after tea is made*:
    - o Use tea
      - *Message printed to user*: The tea has an earthy flavor to it. Yum...
    - o Equip sleeping potion
      - Use sleeping potion

- *Message printed to user*: The sleeping potion was added to the tea. Hmm... Wonder who is it for?
  - Use tea
    - *Message printed to user*: The tea has the sleeping potion. You are slowly falling asleep. You drop to the floor. You do not wake up until hours later.

- **Room 101**
  - *Message printed to user of description of room*: The door is unlocked. You enter and find all types of equipment for fishing. You see a fishing pole standing next to the chest drawer.
  - *User command Exits*:
    - Move South
      - Leads to Hallway
  - *User commands for Room 101*:
    - Hint
      - *Message printed to user*: Fishing at a hotel probably isn't ideal but sure can be useful for a trap of some kind.
    - Inspect fishing pole
      - *Message printed to user*: It's a sturdy fishing pole that hasn't been used before.
    - Take fishing pole
      - *Message printed to user*: Inventory updated.
    - Inspect chest drawer
      - *Message printed to user*: Nothing special just a cup of noodles.

- **Room 102**
  - *Message printed to user of description of room*: The door is unlocked. You find a person brewing their own beer.
  - *User command Exits*:
    - Move South
      - Leads to hallway
  - *User commands for Room 102*:
    - Hint
      - *Message printed to user*: This could be a drink to give to the guy at the lobby.
    - Inspect person

- □ *Message printed to user*: person: "Howdy! I would give you a glass of beer, but I have no mugs. "
  - □ Inspect beer
    - □ *Message printed to user*: person: "Love my masterpiece? Made it myself. Yes, sir indeed."
  - □ Take beer
    - □ *Message printed to user*: The beer is contained inside a barrel. It is too heavy to lift.
  - □ Equip [number] beer mugs
    - □ *Message printed to user*: person: "eh… they don't look clean." Gives a funny look and hesitantly pours in the beer. Once finished the person rushes to open the front door to politely kick you out.
    - □ *Note*: User will be located on the hallway next to the rooms 102 and 105.

- □ **Room 103**
  - o *Message printed to user of description of room*: The door is unlocked. You enter and find the housekeeper drinking tea with the guest. Chatting about cat videos they saw lately.
  - o *User command Exits*:
    - □ Move South
      - □ Leads to hallway
  - o *User commands for Room 103*:
    - □ Hint
      - □ *Message printed to user*: Speak to the guest to see maybe they offer you a cup of tea.
    - □ Inspect guest
      - □ *Message printed to user*: guest: "Hello stranger. I would offer you a cup of tea but out of teacups. Perhaps a tea packet instead. Come back for some more."

        You have been given a tea packet. Inventory updated.

- □ **Room 4**
  - o *Message printed to user of description of room*: The door is unlocked. You enter and find multiple people sleeping around the room. You wonder why...
  - o *User command Exits*:
    - □ Move North
      - □ Leads to hallway
  - o *User commands for Room 104*:

- Hint
  - *Message printed to user*: These people have something that you need desperately.
- Inspect people
  - *Message printed to user*: People are lying everywhere. You step around them slowly and carefully. You notice they have a mask on. Some are holding an empty vial on their hand except for one person that has a half full vial.
    - Take vial
      - o *Message printed to user*: Inventory updated.
    - Take mask
      - o *Message printed to user*: Inventory updated.
    - Inspect vial
      - o *Message printed to user*: The vial is a sleeping potion. They all put themselves to sleep on purpose.
      - o Take sleeping potion
        - *Message printed to user*: Inventory updated.

- **Room 105**
  - o *Message printed to user of description of room*: The door is unlocked. You enter and begin to cough.
  - o *User command Exits*
    - Move North
      - Leads to Hallway
  - o *User commands for Room 105*:
    - *Requirement*: User needs to have a mask in their inventory is equipped with to continue entering the room.
    - *Note*: If mask is not in inventory or equipped then message will print and end the game.
    - Message printed to user if mask unavailable: The air is so dense. The room has not been cleaned in years. You begin to see the room to spin. You pass out.

      Game over.

    - Equip mask
      - *Message printed to user*: You put on your mask. You begin to roam around and look at a table. You find a plate with a molded food plus a spoon. Next to it is two dirty beer mugs.
      - Take [number] beer mug(s)

- o *Message printed to user*: Inventory updated.
  - ☐ Take spoon
    - o *Message printed to user*: Inventory updated.
  - ☐ Take plate
    - o *Message printed to user*: Unnecessary but ok. Inventory updated.

- ☐ **Room 106**
  - o *Requirement*: Need a key that is obtained in the cafeteria table inside a jean pocket. Otherwise, the door will be locked. The key needs to be equipped in order to open the door to room 106.
  - o *Message printed to user of description outside of room*: The door is locked. Need a key to enter.
  - o *User command Exits*:
    - ☐ Move North
      - ☐ Leads to hallway
  - o *User commands for room 106:*
    - ☐ Hint
      - ☐ Message printed to user*: Tigers love meat.
    - ☐ Equip room key
      - ☐ *Message printed to user of description inside the room*: You open the door and a tiger on a chain lunge at you. You were saved by the chain only reaching close to the door. You want to be able to look around but unable to.
    - ☐ Equip meat
      - ☐ Use meat
        - o *Message printed to user*: You threw the pieces of meat and the tiger goes after it. You begin to roam the room until you find the tiger is finished eating. The tiger begins to chase after you.
        - o *Note*: User can use the command 'Run' else game over.
    - ☐ *Requirement*: User needs to equip fishing pole and meat to successfully distract the tiger.
    - ☐ Equip fishing pole
      - ☐ Equip meat
      - ☐ *Message printed to user*: You hook the meat onto the fishing pole and immediately the tiger is obedient. The tiger sits and patiently waits for the treat. You notice the cage for the tiger. You begin to swing the fishing wire back and forward and lands inside the cage. The cage door is closed immediately. You are free to roam around the room.

☐ Inspect room

- o *Message printed to user*: There isn't much to see. Only that someone left a tiger and a gift basket on top of the tiger's cage.
- o Take gift basket
  - ☐ *Message printed to user*: Nice! Someone is going to love this. Inventory updated.
- o Take tiger
  - ☐ *Message printed to user*: The tiger does not like you even though you gave it a box of high-grade meat. Unappreciative.

Floor 2 Rooms

☐ **Main Elevator**

- o DESCRIPTION: You have arrived at the second floor.

  You can go south to disembark.

- o VALID EXITS:
  - ☐ DOWN – Return to 1st Floor
  - ☐ SOUTH – Elevator Entrance Hallway

☐ **Elevator Entrance Hallway**

- o DESCRIPTION: You are struck by the boom of loud music. It is un-intelligible, and it does not sound good to sober ears. Despite the disco being closed, flashing colored lights still bathe the far wall through a single slit in a propped-up door.

  You can go west or east here.

- o ALTERNATE HALLWAY DESCRIPTION:
  - ☐ Condition: Player has acquired Private Elevator Key.
  - ☐ The elevator entrance hallway seems different now. The lights are dimmer, the passage is hazier, and the music seems to have died out. What is going on in the disco room?
- o VALID EXITS:
  - ☐ WEST: Disco Room
  - ☐ NORTH: Main Elevator
  - ☐ EAST: West Hallway

- **Disco Room**
  - o MAIN DESCRIPTION: You have arrived at the disco. A flashing checker-board floor, a disco station, and loud speakers are present, but there is no audience present. Littered with trash and spilled drinks, the disco is at its worst in the morning after.

    You can north, south, east, or west from here.
  - o HINT (1 Time Use): In the corner, the DJ sits hung over. Looks like he could use some help.
  - o PUZZLE/TASK – DJ
    - □ COMPLETION CONDITION: Gray Key must have been used to open eastern door of Shared Balcony.
    - □ COMMAND:
      - □ TALK DJ
        - o Automatic Response: The DJ looks like he is about to fall asleep. I do not think we be able to get any help from him.
    - □ COMMAND:
      - □ TALK DJ – Automated Conversation ensures
        - o IF Condition Has Been Met:
        - o DJ: **Looking dazed and confused** What time is it? Why am I still here? DAMN! I cannot be here! I have got another gig in 15 minutes across town!
        - o Player: Is there anything I can do?
        - o DJ: Can I get something? Anything? I can barely keep my eyes open. I can make it worth your while.
        - o Player: How So?
        - o DJ: That janitor … I got his key. There is some sort of tunnel that leads to that haunted room the staff keeps talking about. I have wanted to check it out myself, but I am willing to give that to you.
        - o Player: Alright, I will see what I can find?
    - □ REWARD: Maintenance Tunnel Key
      - □ Hint: Anything with sugar should work to cure a bad night's sleep.
  - o OBSTACLE/ENEMY – Sentient Vending Machine

- ALTERNATE DISCO ROOM DESCRIPTION: The disco room matches the hallway before it. A flashing checkerboard floor, a disco station, and loud speakers remain, but are barely visible in the fog. Though, you start seeing things now. That vending machine by the bar is looking at you. Looking? Yes. It pulls itself off the ground toward you. What the hell are you on?

- COMPLETION CONDITION: Enter the room after having acquired the Private Elevator Key.

- Automatic Conversation Ensues –

    - Player: **Looking dazed and confused** This isn't real is it?

    - Sentient Vending Machine: I am as real as you. This my house and you have NO business being here!

    - Player: I am just trying to find my friend; I may have heard him in the other elevator earlier.

    - Sentient Vending Machine: On my turf? So, you have chosen death?

    - Player: Wait! I was lying. Actually,

        o The player is prompted for a choice here, they can start attacking with ATTACK MACHINE or ATTACK or they can EQUIP 1$ Dollar Bill to make an offer:

            - IF ATTACK is entered, an attack sequence proceeds,

                - Sentient Vending Machine Prompt – You have chosen death? Wow, that is bold. Well, you asked for it.

            - IF EQUIP is entered, communication resumes.

                - Sentient Vending Machine – All you wanted was a soda. Why didn't you say anything further?

                - The sentient vending machine takes the dollar bill and dispenses a soda.

                - The game adds a Coke to the player's inventory.

                - Player: So, we are good?

                - Sentient Vending Machine: Yeah, we are good. Sorry, I am always angry when someone is not thirsty.

- IF anything else is entered, including RUN the prompt ensues:

    - The vending machine picks up and shoves you into the dispenser, squishing you to death in the process.

    - The player's HP is set to 0 and the player is killed.

- REWARD: You are granted the ability to open the door and proceed west into the Disco Room Private Elevator.

- VALID EXITS:

    - WEST: Disco Room Private Elevator (NOT-A-ROOM)

        - Instead of telling the player that the direction is invalid, one of two descriptions may be automatically prompted instead.

        - BEFORE-ENDGAME DESCRIPTION:

            o At the back of the disco, a private elevator stands fully shut but powered. You put your ear up to the metal doors and hear snoring. Is that … it could not be? You cannot get in though. Looks like a key is needed.

        - ENDGAME DESCRIPTION:

            o His head hit the ground the moment the doors opened. You remember everything. The air conditioning went out and the elevator was cool. You and he rode the elevator to cool off, but you got out at some point. He passed out while waiting for you. However, the power cut out as some point last night and he could not get out.

            o He wakes up, takes a good look at you, and asks "Is the party still going."

    - NORTH: Bar

    - SOUTH: Bathrooms

- **Bar**

    - DESCRIPTION: Compared to the thrill of the disco, the bar is a much darker place where people can drink their problems away silently. Though, the bartender does shine as some sort of beacon for the hopeless.

        You can only go south from here.

    - PUZZLE/TASK

        - COMPLETION CONDITION: Player must have visited and tried to access the eastern door of the Shared Balcony.

- COMMAND: TALK BARTENDER
  - o Automatic Response – The Bartender does not seem to be in now.

- COMMAND: TALK BARTENDER – Automated Conversation ensues
  - Player: Excuse me, have you seen my friend? We were partying in the disco last night and I know we came here for drinks at some point.
  - Bartender: I am sorry. Another bartender worked last night. Is there something that I can help with?
  - Player: I woke up at the pool this morning and cannot find my friend. He's got to be somewhere in the building, and I can't seem to get to other side of the building.
  - Bartender: Is it because of the couch pile up around the break area? It blocked many other residents from being able to access their rooms early this morning. Whoever built it knew what they were doing. No sure what their aim was though.
    - o Condition: If the player has visited the Central Break Area.
      - Response – Yeah, the couch pile up is bad.
      - Bartender – The only way through for residents is through Room 206. I have the key but I don't offer it freely.
    - o Condition: If the player has not visited the Central Break Area.
      - Response – I didn't know about the couch pile up. I'm trying to access Room 206 but I lost my key.
      - Room 206? I got the key for that room with me. I'm willing to help you if you help me.
  - Player: What do you want?
  - Bartender: Someone stole my favorite beer glass. If you can find it, I can give up the key for that room's balcony.
  - Player: I'll see what I can do.
- REWARD: The gray key is awarded.
- o VALID EXITS:
  - SOUTH: Disco Room

- **Bathrooms**
  - o DESCRIPTION: An all-encompassing bathroom lined with individual sinks with water-stained mirrors to the left and stalls to the rights. The lighting is dim and flashing out in some corners. It is like something out of a horror movie and yet there is still an incentive to do what every player should.

    You can only go north from here.
  - o HINT: Check the stalls and potentially find a prize.
  - o COMMANDS:
    - INSPECT {First Stall, Second Stall, Fourth Stall, Fifth Stall}
    - INSPECT Third Stall
      - Response: Just as you open the door, it slams shut.
        - o Unknown Individual: OCCUPIED!
    - INSPECT: Sixth Stall
      - Response: Sitting on the paper towel holder, there seems to be some sort of ID.
        - o INSPECT ID
        - o TAKE/EQUIP/UN-EQUIP/DROP/USE ID
          - Name to be used: Patrick Thompson's ID.
  - o PICKUPS:
    - STAFF ID
  - o VALID EXITS:
    - NORTH: Disco Room
- **West Hallway**
  - o DESCRIPTION: The West Hallway is not atypical of any other hallway in the hotel. A narrow corridor consisting of yellow wallpaper, light carpet, and many bright dome-shaped lights. Lining the corridor, though, the doors of many rooms are distinct in that they are plated in shining gold numbering.

    You can go north, south, west, or east here.
  - o VALID EXITS:
    - NORTH: Room 201
    - SOUTH: Room 204
    - WEST: Elevator Entrance Hallway
    - EAST: Central Break Area

- **Room 201**
  - o DESCRIPTION: Room 201 is in disarray. The beds are unkempt, the tv is broadcasting static, and the bathroom towels are draped all over the floor. Yet, the most interesting aspect of the room is the door at the back labeled 'Maintenance'. Perhaps the room is used exclusively by the staff.

    You can go south or north through the Maintenance door.
  - o COMMANDS:
    - □ INSPECT BAT
    - □ TAKE/EQUIP/UN-EQUIP/DROP/USE BAT
      - □ Name to be used: wooden baseball bat.
  - o PICKUPS:
    - □ Baseball Bat (to use against enemies)
  - o VALID EXITS:
    - □ NORTH: Western Maintenance Tunnel
    - □ SOUTH: West Hallway
- **Room 204**
  - o DESCRIPTION: Room 204 is completely powerless. The bathroom is pitch-black, the bed lights will not turn on, and the television is unusable. The sunlight flowing through the back window and curtains is the only source of light. You can go north here or east through the secondary door at the back of the room.

    You can go north or east through the secondary door.
  - o COMMANDS:
    - □ TAKE/EQUIP/UN-EQUIP/DROP/USE GLASS
      - □ Name to be used: Coka Cola glass
  - o PICKUPS:
    - □ Bartender's Glass – This needs to be returned to the Bartender to get the Gray key.
  - o VALID EXITS:
    - □ NORTH: West Hallway
    - □ EAST: Shared Balcony

- **Central Break Area**
  - o DESCRIPTION: The central break area contains everything a hotel resident might need. These include couches, a television, washing machines, and dryers, and a vending machine full of various snacks. At first sight, the vending machine seems appealing.

    You can go north, west, or east here.
  - o COMMANDS:
    - USE MACHINE – Automated Prompt
      - Response: This machine only takes a single dollar bill.
        - o IF Player has a 1$ Dollar Bill
          - Response: Do you want to use the dollar?
            - IF Yes
              - o User's inventory is updated with 1 'Coka Cola' soda.
        - o Else
          - Response: You do not have a 1$ dollar bill to use.
  - o VALID EXITS:
    - NORTH: Room 203
    - WEST: West Hallway
    - EAST: COUCH BLOCKADE (NOT-A-ROOM)
      - Automatic Response:

        Someone at last night's rave barricaded the customer break area with several different couches. It is higher than you would have imagined and it so incredibly ... fortified. It is amazing what fear and drugs can motivate someone to do.

        -> Update Room Description to 'You can go north or west here.'

- **Room 203**
  - DESCRIPTION: Room 203 is not that dissimilar from Room 204. Powerless and vacant. Though, it seems more ominous here. The only source of light is the one dim bed side light, and it pairs well with the dark wooden corridor from which you had emerged.

    You can go south or east here.
  - COMMANDS:

        □ INSPECT BILL

        □ TAKE/EQUIP/UN-EQUIP/DROP/USE BILL

             o Name to be used: 1$ bill

    □ PICKUPS:

        □ 1$ Dollar Bill

    □ VALID EXITS:

        □ EAST: 205

        □ SOUTH: Central Break Area

□ **Room 205**

    □ DESCRIPTION: Room 205 is quiet. Yet, you can still hear something. There seems to something in the wall. Wind maybe? Though, why would there be wind the in the wall? Planted between the double beds, there is a bookshelf. Wonder where that leads?

    You can go south from here.

    □ COMMANDS:

        □ IDENTIFY BOOKCASE

             o Response: The bookcase contains many books of similar sizes and dark-colored covers. Though, there is one light blue book.

             o USE BOOK

                □ Response: You pull the book out to read but it does not budge after a few inches. The entire shelving starts to rotate counterclockwise until the shelving is half-clear of the wall. Though, instead of a wall, there is an empty wooden corridor instead.

                You can go west to the bat cave from here.

                -> Update Room Description to say 'You can go south or east from here.'

    □ VALID EXITS:

        □ WEST: Room 203

        □ SOUTH: East Hallway

□ **Room 206**

    o DESCRIPTION: Nobody's home. The power is on, the shower is running, and I am pretty sure the room locker has been cracked open. What happened here?

    o COMMANDS:

        □ INSPECT SHOWER

□ Response: You get up close to closed shower. You do not hear anything and, as expected, there is no one behind the curtain when you rip it open to check. In fact, you should be glad that no one was there.

□ INSPECT LOCKER

□ Response: Opening the cracked locker, you find both a shirt and a piece of paper.

o TAKE/EQUIP/UN-EQUIP/DROP/USE SHIRT

o Name to be used: Staff Uniform.

o INSPECT PAPER

□ The piece of paper contains the number [RANDOM NUMBER].

□ This number is random and changes for each game.

□ TAKE/EQUIP/UN-EQUIP/DROP/USE PAPER

o Name to be used: Code

o VALID EXITS:

□ NORTH: East Hallway

□ WEST: Shared Balcony

□ **Room 207**

□ DESCRIPTION: This is something straight out of a haunted mansion. Over the years, cobwebs have covered this place from carpet to ceiling. The yellow wallpaper is peeling, the bathroom sink is bone-dry, and the still powered tv shows only static.

The mirror in the bathroom calls to you and so does the vent. Though only one gives you what you need.

You can go north or east through the open vent.

□ COMMANDS: INSPECT MIRROR

□ Response: Arriving at the haunted room's haunted mirror, you only see a reflection of yourself. You wonder, can I summon anything here?

o Continuous Prompt: "Say bloody marry?"

□ The Player is prompted to enter yes or no. Unless no is entered, the player will be deducted 10 HP points the first time, 50 points the second time, and, upon the third entry, another response is given.

☐ Response: The room around you turns dark as if you were blind. You see the white spirit, yet it was not worth it. You will lose more than just your life.

     o The player is automatically killed. and their points are reset upon their most recent save.

☐ Game Over

☐ VALID EXITS:

☐ NORTH: Eastern Maintenance Tunnel

☐ EAST: Vent

☐ **Vent**

o DESCRIPTION: A dusty old vent leads where? Outside? From the second floor? Let us hope not.

You can go west or east from here.

☐ **Shared Balcony**

o A stone-white bridge with fencing of small painted white columns gives way to a grand scene. You get a look out over the city and all the people out below.

You can go west or east here.

o COMMANDS

☐ USE GRAY KEY

☐ Response: The eastern balcony door to Room 206 has now be opened.

o VALID EXITS:

☐ WEST: Room 204

☐ EAST: Room 206

☐ IF Player has not used Gray Key

o Response: The door is locked. You need the Gray Key.

☐ **East Hallway**

o DESCRIPTION: Did you expect anything different than the west hallway? It takes the works of a genius to divide the hallway and repaint and recarpet all of one side. Though, Room 207 does seem to be different than the rooms around it.

You can go north, south, west, or east from here.

- o COMMANDS:
    - ☐ INSPECT 207
        - ☐ Response: The door to Room 207, which sports iron-clad numbering, is welded shut. You have heard that management had been talking about it, but you are not sure if management had been the ones to shut it up.
- o VALID EXITS:
    - ☐ NORTH: Room 205
    - ☐ SOUTH: Room 206
    - ☐ WEST: COUCH BARRICADE (NOT-A-ROOM)
        - ☐ Automatic Response:

            Someone at last night's rave barricaded the customer break area with several different couches. It is higher than you would have imagined and it so incredibly ... fortified. It is amazing what fear and drugs can motivate someone to do.

            -> Update Room Description to 'You can go north, south, or east from here.'
    - ☐ EAST: Staff Breakroom
- ☐ **Western Maintenance Tunnel**
    - o DESCRIPTION: Home to bugs and spiders, the maintenance tunnel is no place for any living thing. Every day, overhead pipes cannot seem to keep it quiet with consistently moving water. At any time, steam may shoot out of those pipes in unsuspecting faces.

        You can go south or east here.
    - o COMMANDS:
        - ☐ INSPECT VALVE
            - ☐ RESPONSE: You place your hands on the valve and begin to turn. It takes some effort, but the valve gets going. Immediately, steam bursts out of the overhead pipe and burns your hair.
                - o Player's HP is reduced by 20.
    - o VALID EXITS:
        - ☐ SOUTH: Room 201
        - ☐ EAST: Eastern Maintenance Tunnel

- **Eastern Maintenance Tunnel**
  - o DESCRIPTION: At the end of the tunnel, there is a squatter's setup consisting of a bed, a chair, a small portable television, and a small shelving full of food and water. From the bed, the sleep-deprived janitor jumps out at the sound of your entrance.
    - Upon entering, the player is forced to confront the janitor.
  - o OBSTACLE/ENEMY: Disgruntled Janitor
    - CONDITION: None
    - Automatic conversation ensures:
      - Janitor: Who is there? Show yourself!
      - Player: I am sorry, I am just trying to get through.
    - Janitor: Who?
    - Player: Can you hear me?
    - Janitor: It is not going to end well for those in my home.
      - The player is prompted once to make a choice here.
        - o COMMAND: ATTACK JANITOR
          - An attack sequence ensues.
        - o RUN
          - The player retreats to the Eastern Maintenance Tunnel.
            - The room description for the Western Maintenance Tunnel is updated to exclude the following quote .
              - o 'From the bed, the sleep-deprived janitor jumps out at the sound of your entrance.'
            - The room outputs the last statement of the janitor and continues from where the confrontation left off.
        - o Any other commands result in the player being beat to death.
          - Game Over
    - Reward: Access to Room 207
  - o VALID EXITS:
    - EAST: Western Maintenance Tunnel

□ SOUTH: Room 207

- **Utilities Elevator**
  - o TWO DESCRIPTIONS/PATHS:
    - □ Coming from Vent
      - □ DESCRIPTION: Busting through the top of the utility elevator, the smell of the inside hits you. Its faint. Cologne maybe? Have we been here before?

        There is a panel at the side. Its buttons with the metallic finish.
    - □ Coming from Staff Breakroom (after exiting Utilities elevator)
      - □ DESCRIPTION: The utility elevator reeks of cologne. You are sure you have been here before. He is in an elevator, but it is not this one.

        There is a panel at the side. Its buttons with the metallic finish.
  - o COMMAND: INSPECT PANEL
    - □ Response: The elevator panel consists of buttons for all three floors, the garage, and even for the roof. There is also a button labeled 'EMER OPEN' and an available keypad.
      - □ INSPECT EMER OPEN
        - o Response: Open the doors?
          - □ If yes is entered, the doors are forced open.
  - o PUZZLE/TASK
    - □ Completion Condition: The Player must have read the code from Room 206 and the Player must have opted to inspect the panel.
    - □ INSPECT KEYPAD
      - □ Response: A keypad with values from 0-9. Do you want to enter a code?
        - o If Player enters yes.
          - □ Response: Enter the code.
            - □ If correct code is given, player receives the Utilities key in their inventory.
            - □ If correct code is not given, the Player stops inspecting the panel.
        - □ If Player enters no.

- If not, the Player stops inspecting the panel.
  - o PICKUPS:
    - Utility Key – Needed for Utility Closet
  - o VALID EXITS
    - SOUTH – Staff Breakroom

- **Staff Breakroom**
  - o DESCRIPTION: The staff breakroom is just as it says. It is limited to staff and you will be caught dead in here. Although, the smell of morning coffee and donuts does seem appealing.
  - o OBSTACLE/ENEMY: Hotel Manager
    - Completion Condition: None
    - Reward: Access to Coffee Maker
    - Automatic conversation ensues upon Player entrance.
      - Manager: Are you supposed to be here?
      - Player: Are you talking to me?
      - **Manager approaches player.**
        - o If the player has applied **BOTH** the Staff Uniform and Staff ID to their person, the Manager will dismiss you.
          - Manager: I am sorry. I have had a bad morning and I should not take it out on my employees. Have a nice day, Patrick is it?
          - Player: Thanks, you have a great one.
        - o If the player does not have either component of the employee disguise, the conversation will proceed as follows.
          - Manager: I am sorry sir; you cannot be here. You need to leave.
            - Player is prompted to make a choice here. They will have two successful choices.
              - o ATTACK MANAGER
                - Attack sequence ensues with manager.

- o RUN

  - ▢ Player retreats to East Hallway.

  - ▢ Any other options result in the player being kicked out of the hotel.

    - o Instant Game Over

- o COMMAND:

  - ▢ INSPECT COFFEE MAKER

    - ▢ Response: The coffee maker holds freshly caffeinated coffee. Do you want to take some?

      - o If player enters yes, Coffee is added to the inventory.

- ▢ **Utility Closet**

  - o DESCRIPTION: It is a small closet full of tools, brooms, and a few vacuum cleaners. At the table in the back, there is a key shining in the light.

  - o TAKE/EQUIP/UN-EQUIP/DROP/USE KEY

    - ▢ The key will be named to Private Elevator Key when printed out and will be named as PRIVATE KEY with the listed commands.

  - o VALID EXITS

    - ▢ NORTH: Staff Breakroom