-ideeën voor het spel

{more Explore of the ship}

{Mood scale 1->10 ?}

{Timer in every page of game played 🡪 start a day 0}

{Prison island behind the hotel 🡪 docks boat towards the prison}

{Prison island surond with Mine field 15% you fail

.2 tpls 🡪 1 Victory , 1lost

.Rand system for Mine hit chane $VB = rand(1, 100);

.Insta dead or so much damge on hit}

{ More in the subbase to explore 🡪 Leads to a part of a new abonded city}

{Candy store Behind the subbase}  
{Keep track that NPC 11 is with you And Npc 3 only wants to talk to you with NPC 11}

!!!!!! (If window.name == ‘Marieke’) {

// Load Npc3\_11.js

}

Else {

// Load Npc3.js }

{https://www.google.nl/webhp?sourceid=chrome-instant&ion=1&espv=2&ie=UTF-8#q=use+javascript+if+statement+to+load+external+javascript+file as voorbeeld}

{Restrooms in SUBBASE, SCHOOL, MALLl, Prison}

Quest Npc 17 🡪 Wacht the kids for 2 mins {Javascript or Jquery timer}

Quest Npc 17 🡪 A treat for the kids while she is watching {Add some candy to the database}

Quest Npc 18 🡪 Get the next items (ADDED !!) (Calculator, Pen, Notebook,)

Quest Npc 19 🡪 Get some Liquor {add the liquor}

Quest Npc 14 🡪 Look for the Bakfiest Group and ask them about breda!!!

Quest Npc 21 🡪 Bring her to the subbase DOCKS