World Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

|  |  |  |
| --- | --- | --- |
| Status  (string) | Player | Map |
| |  | | --- | | Alive | | |  |  | | --- | --- | | Location  (string) | Stuff  (list of Strings) | | start | none | | |  |  |  |  | | --- | --- | --- | --- | | Location  (String) | About  (String) | Neighbors  (list of strings) | Stuff  (List of strings) | | start | You find yourself lost in a dimly lit tomb. Its inhabitants are unknown to the modern world. Your gut tells you there’s treasure nearby. | gold  map  dark  torch | - | | gold | You find the gold! You hear a soft noise in the room to the west. | -  start  win  death1 | GOLD | | map | You find a map. This should help. | start  -  death2  key | MAP | | dark | You can’t see a thing. Do you turn back or do you risk fumbling around in the dark? | win  death2  -  start | - | | torch | You find a torch. | death1  key  start  - | TORCH | | key | You find a key. | torch  -  map  - | KEY | | exit | You’ve made it out alive! But with no treasure… | -  dark  -  gold | - | |