**Interstellar Game Documentation**

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**Overview**

**Interstellar** is a text-based adventure game that immerses players in a sci-fi environment aboard a spaceship. Players explore different rooms, interact with characters, complete tasks, and solve a final puzzle to save the ship.

**Features**

* **Exploration**: Navigate through multiple rooms with unique descriptions and items.
* **NPC Interaction**: Engage with non-player characters to gather information and advance the story.
* **Inventory Management**: Collect, use, and drop items as needed to solve puzzles and complete tasks.
* **Dynamic Gameplay**: Make choices that affect your progress and interactions within the game.

**Installation**

To run the game locally, follow these instructions:

1. **Clone the Repository**:

bash

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git clone https://github.com/yourusername/interstellar.git

cd interstellar

1. **Run the Game**: Ensure you have Python installed on your system. Execute the following command in your terminal:

bash

Copy code

python game.py

**Gameplay**

**Objective**

Your main goal in **Interstellar** is to successfully navigate the spaceship, complete various tasks, and ultimately solve the final puzzle to save the crew and the ship.

**Navigating the Game**

* Players begin in the **Admin** room and can move to other rooms using the move command followed by the room name (e.g., move O2).
* Each room contains unique elements that can be explored, including items and NPCs.

**Interacting with Characters**

* Characters (NPCs) can provide essential information or tasks. To interact, use the interact command followed by the character's name (e.g., interact crewmate).

**Collecting and Using Items**

* Items can be picked up using the pick up command (e.g., pick up firstaid).
* Use collected items to complete tasks, unlock new areas, or aid in interactions (e.g., use firstaid).

**Commands**

| **Command** | **Description** |
| --- | --- |
| move [room] | Move to a specified room (e.g., move O2). |
| look | Describe the current room, including exits and items available. |
| interact [NPC] | Engage with a specified non-player character (e.g., interact crewmate). |
| pick up [item] | Collect an item from the current room (e.g., pick up firstaid). |
| use [item] | Use an item from your inventory (e.g., use firstaid). |
| drop [item] | Drop an item from your inventory (e.g., drop firstaid). |
| inventory | Show the items currently in your inventory. |
| examine [item] | Get a detailed description of a specific item (e.g., examine toolbox). |
| task | Check for any tasks that need completion in the current room. |
| map | Display a visual map of the spaceship layout. |
| help | Display a list of available commands. |
| quit | Exit the game. |

**Game Structure**

The game utilizes a dictionary structure, game\_state, which contains the following key components:

* **Rooms**: Each room is defined by its description, exits, items, and whether it is locked.
* **Items**: Descriptions and functionalities for each collectible item.
* **Tasks**: Status of tasks that need to be completed in various rooms.
* **NPCs**: Characters available for interaction and their dialogue.

**Sample Room Structure**

python

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"rooms": {

"Admin": {

"description": "A control room filled with screens and consoles.",

"exits": {"south": "O2"},

"items": [],

"locked": False,

"task\_req": "Talk to the crewmate for information."

}

}

**Tasks and Progression**

* Each room may have associated tasks that players must complete to unlock further areas or to progress in the story.
* Tasks can vary from interacting with NPCs to collecting items or solving puzzles.