1. Generate location
2. Generate terrain, describe terrain
3. Give three option e.g. to your left is an oak tree, to your right …
4. User inputs choice e.g. cut tree, if player has an axe, tree is cut and oak is appended to inventory.
5. 3 new options are given e.g. to your left is a cave, to your right is…
6. Loops from option 4

You have spawned:

on an ice lake, the terrain is flat. Thick snow is covering the ground bellow.

On an ice field, the terrain is rather flat with a few hills now and there. The ground is covered in snow with huge icebergs present everywhere.

In a large deep dark oak forest. The trees are thin and tall. The terrain is hilly. The trees are so close together that very little light makes its way into the forest.

Next to a frozen river, ice covers the path of the river. The terrain is flat. Trees are present through the course of the river.