

Exercise 36 Project

Rooms

Snake-pit

Ballroom

Bar

Entryway

Outside (Freedom!)

Creepy closet

Treasure Room

Monsters

Snakes

Ghost

Crazy DJ

Bartender

Inventory

Gun

CD

Anti-venom

Gold

Lose States

Snake-bite & venom
Drink & bartender forever
Dance in ballroom "
Unhelpful input
Too greedy in Treasury

Win States

- Get outside
- Make DJ happy
- Limited treasure grab

Relationships / Rules / Connections

- Snakes live in the snake-pit
- Guns have no effect on ghosts
- The Crazy DJ plays music in the Ballroom
- ~~St~~ Killing the Crazy DJ means that the music plays forever
- Giving the DJ a CD makes him happy
- Anti-venom cures a snakebite
- The bartender detains/distracts the player & free drinks
- If the user can get back outside, he's safe (Win!)
- The Ghost lives in the Creepy Closet
- The only way out of the Creepy Closet is the door through which one enters it.
- The user can only carry 2 invt. items at a time
- Invt storage: hand and pocket (one item each)

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Relationships / Rules / Connections

- "Greed" is > 100 gold pieces
- There are 1000 gold pieces in the Treasury, marked "Take some"
- User must put down item from pocket to pick up/keep Gold