

Exercise 36 Project

blue = Notes from 4/25/13
black = Notes from 4/26/13

Rooms

- ✓ Snake-pit snake-pit()
- ✓ Ballroom ballroom()
- ✓ Bar (bar-room())
- ✓ Entryway entryway()
- ✓ Outside (Freedom!) outside()

Monsters

Snakes

Ghost

Crazy DJ

Bartender

Inventory

- ✓ Gun has-gun
- ✓ CD has-CD
- ✓ Anti-venin has-cure
- ✓ Gold has-gold

✓ Creepy closet closet()

✓ Treasure Room
Treasury()

Lose States ^{you}lose() ^{why}

- Snake-bite is venom
- Drink & bartender forever
- Dance in ballroom "
- Unhelpful input
- Too greedy in Treasury
- ✓ Fall asleep in bar-room

Win States you-win()

- Get outside
- ~~Make DJ happy~~
- Limited treasure grab

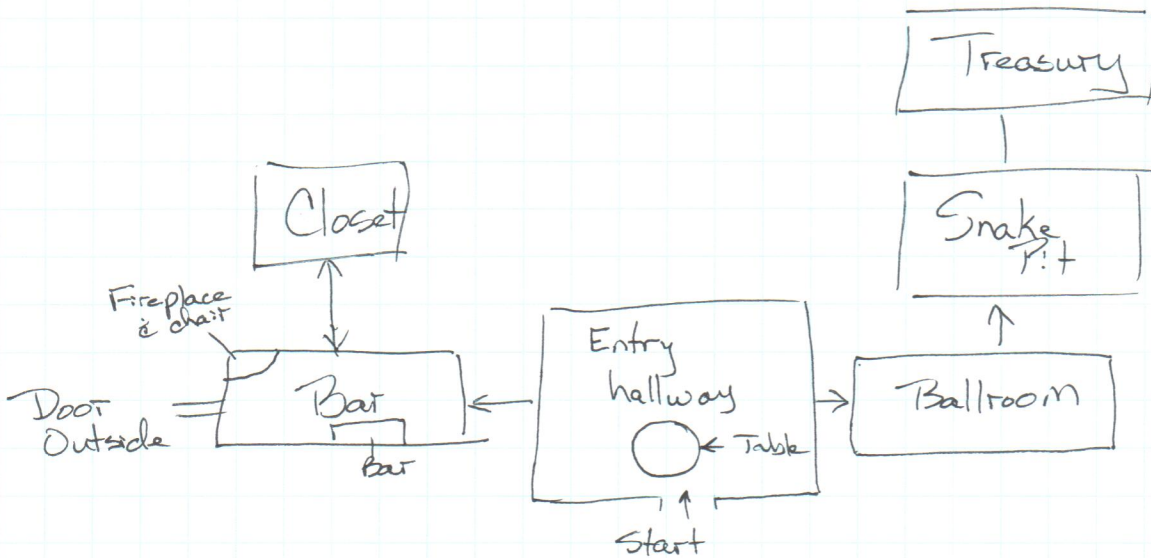
Relationships / Rules / Connections

- ✓ 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-venin 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. (back into bar)
- ✓ 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
- ✓ Knock over the vase in entryway?



Entryway Table table()

- ✓ Gun
- ✓ CD "Queen - Greatest Hits"
- ✓ Vial of weird liquid
- * Need to be able to put down an object

✓ Touch vase / flowers

Hallway

- ✓ Table
- ✓ Door to ballroom (right)
- ✓ Door to bar (left)
- ✓ Can't exit; door locks behind

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In the bar room()

- ✓ Sit at chair; fall asleep → Lose
- Sit at bar; talk to bartender
 - Bartender offers a free drink
 - After 3 drinks, stumble to chair + fall asleep
 - Less than 3 drinks, can say, 'No' when bt offers another
 - Make joke at 1 + 2 drinks
- Look at pictures / walls
 - "You're staring at the walls. Nice."
- Door across the room leads outside (Freedom = Win!)
- Door to right leads to Closet()

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In the ballroom

- Giving DJ the CD makes him happy - Move to snake pit
- Can choose to dance
 - Trance (dance forever) → You lose!
- No CD? Can't get into the door (snake-pit)
 - Go back to entry way to get CD
- If shoot DJ:
 - Music plays forever
 - Trance (dance forever) → You lose!