**Red = What will be printed out to the player**

**Root commands for game:**

**Go/Move (Direction), Look (Direction), Score (), Get/Take/Store (Item), Examine (Item, Moveable, Openable), Drop (Item), Open (Openable), Inventory (), Eat (Food), Give/Hand(Item), Release/Free(Creature), Use (Key - Item)**

* **If these commands are not any of the actions you can take in a certain room, then the “help info command” is called**
* **When the user inputs a command missing an object target, then the “help info command” is called**
* **When the user inputs a command missing a defined verb, then the “help info command” is called**
* **When the user inputs an unknown command, then the “help info command” is called**

**Goal of the game:**

* **Goal**
  + **Player is trying to find the key which is found in one of the rooms to set the bird free. Player must enter the lounge room and grab the donut to kill the dean. Then, the player must grab the donut and**
* **Other Instructions:**
  + **Each door will have its own status: either freshman, sophomore, or junior, or senior. The player will pick up these badges along the way to open the door and get to a new room.**
  + **If the room has a null cardinal, the user will be given the feedback stating “Cannot move here”**
  + **All look(direction) commands will return the description of the room the player is in.**

**Room 1: Entrance**

* **Main Description:**
  + **Welcome the campus entrance! You are in the student success building. There are walls on the north and south ends of the room. There is a door in the east and a trail in the west. You noticed the following items –**
* **Items:**
  + **Paper**
  + **Birdcage**
  + **Freshman Badge (Used to open the door East of the Entrance Room)**
* **Actions you can take in this room:**
  + **Go/Move(Direction), Look(Direction), Get/Take(Paper), Get/Take(Food), Open(Cage), Examine(Paper), Examine(Cage), Examine(Bird), Inventory(), Open(Cage)**
* **Go/Move(North): Cannot move here.**
* **Go/Move(South): Cannot move here.**
* **Go/Move(East): There is a table in the room with a donut on top.**
* **Go(West): There is a beautiful garden with the bird’s nest right in the center of the garden. The nest has eggs that look about ready to hatch but no bird parent to be seen.**
* **Get/Take(Paper): The paper has been added to your inventory.**
* **Examine(Paper): “I don’t like this bird. Dispose of it for me. – Dean”**
* **Examine(Cage): The cage is tight, dirty, and locked.**
* **Examine(Bird): The bird is in bad condition. It looks starving and nervous.**
* **Inventory(): Items in your Inventory: [“”, “”, “”]**
* **Open(Cage): (If the user has the key) You successfully open the cage, and the bird hope on your shoulder. (Bird is added to your inventory)**

**Room 2: Hallway**

* **Main Description:**
  + **You are inside a long hallway with a door on the east side of the room and a green door leading to the entrance on the west side. There are blank walls in the north and south ends of this room. The hallway is giving you chills, and you want to leave the room ASAP. You noticed the following items -**

**Room 3: Lounge**

* **Main Description:**
  + **You are inside the lounge room of the campus. The air smells of poison. There are empty walls on the east and south side of the room. There is a hallway in the west and a door in the north. You noticed the following items –**
* **Actions you can take in this room:**
  + **Go/Move(Direction), Look(Direction), Get/Take(Donut), Examine(Donut), Inventory(), Eat(Donut)**
* **Get/Take(Donut): You put the donut in your inventory.**
* **Examine(Donut): The donut is warm, topped with chocolate icing and sprinkles.**
* **Eat(Donut): The donut is yummy. Unfortunately, the player dies as THE DONUT IS POISONOUS!!! GAME OVER**
* **Go/Move(North): You are in the dean’s office. The dean is irritated that you are in the room. You have 1 minute to make him happy; otherwise, campus security will arrive and take you away.**
* **Look(South): There is a 1000 ft cliff with spikes.**
* **Go(South): You fall to your death.**
* **Look(East): There is an empty wall.**
* **Go(East): You are unable to go East.**
* **Look(West): There is a sign that says “Student Success Building”**
* **Go/Move(West): You are inside the Student Success Building. There is a locked cage with a bird inside. It looks starving and nervous. There is a piece of paper next to the cage.**
* **Inventory(): Items in your Inventory: [“”, “”, “”]**
* **Score(): Score: “” and Rank: “”**

**Room 4: Trail**

* **Main Description:**
  + **You are on a dirt trail. There are lots of pebbles and trees, and the sun is making you sweat. To the east is the entrance and to the west is the bird's nest. You cannot go north or south because the trees are blocking the way. You noticed the following items -**

**Room 5: Bird’s Nest**

* **There is a beautiful garden with the bird’s nest right in the center of the garden. The nest has eggs that look about ready to hatch but no bird parent to be seen.**
* **Actions you can take in this room:**
  + **Go/Move(Direction), Look(Direction), Examine(Nest), Inventory(), Release/Free(Bird)**
* **Go/Move(North): You are in the dean’s office. The dean is irritated that you are in the room. You have 1 minute to make him happy; otherwise, campus security will arrive and take you away.**
* **Go/Move(East): You are inside the Student Success Building. There is a locked cage with a bird inside. It looks starving and nervous. There is a piece of paper next to the cage.**
* **Go/Move(West):**
* **Go/Move(South): You are unable to go South.**
* **Inventory(): Items in your Inventory: [“”, “”, “”]**
* **Examine(Nest): The eggs seem to be healthy, but there is no bird parent to be seen.**
* **Release/Free(Bird): You can only do this when you get the key from the dean, open the bird’s cage, and take the bird with you into this room. The bird hops off your shoulder and into its nest. (YOU WIN GAME)**

**Room 6: Dean’s Office**

* **You are in the dean’s office. The dean is irritated that you are in the room. You have 1 minute to make him happy; otherwise, campus security will arrive and take you away.**
* **Actions you can take in this room:**
  + **Go/Move(Direction), Look(Direction), Inventory(), Eat(Donut), Give/Hand(Donut)**
* **Give/Hand(Donut): The dean accepts the donut happily. It turns out that the donut is poisonous, and it kills the dean.**
* **Attack(Dean): You run up to the dean and start punching him. He is in lots of pain but was able to call security to take you away. GAME OVER.**
* **Go/Move(North):** 
  + **(If you gave the donut to the dean): The blue door is unlocked, and you enter a room with a gold key.**
  + **(If you do not give the donut to the dean): The dean is blocking the door and does not let you through. You cannot enter this room.**
* **Go/Move(East): There is a table in the room with a donut on top.**
* **Go/Move(West): There is a beautiful garden with the bird’s nest right in the center of the garden. The nest has eggs that look about ready to hatch but no bird parent to be seen.**
* **Go/Move(South): You are inside the Student Success Building. There is a locked cage with a bird inside. It looks starving and nervous. There is a piece of paper next to the cage.**
* **Inventory(): Items in your Inventory: [“”, “”, “”]**

**Room 7: Treasure Room**

* **The blue door is unlocked, and you enter a room with a gold key.**
* **Actions you can take in this room:**
  + **Go/Move(Direction), Look(Direction), Score(), Diagnostic(), Get/Take(Key), Examine(Key), Inventory()**
* **Go/Move(North): You are unable to go North.**
* **Go/Move(East): You are unable to go East.**
* **Go/Move(West): You are unable to go West.**
* **Go/Move(South): You are in the dean’s office. The dean is irritated that you are in the room. You have 1 minute to make him happy; otherwise, campus security will arrive and take you away.**
* **Inventory(): Items in your Inventory: [“”, “”, “”]**
* **Get/Take(Key): You put the key in your inventory.**
* **Examine(Key): You notice that the key looks like it would fit the keyhole for the cage that the bird was locked in.**

If you do something illegal, the police will come and take you to jail

Add forbidden room or dead end