Example of using a door to enter a new room:

Player will “look north” and there will be a red door. If the player tries to “move/go north” without having used the red key, the user will be displayed with the message: “The door is locked, and you are unable to move.” The player will have to “use red key” in order to unlock the red door which will be a Boolean variable. When the user uses the red key, the Boolean variable changes and the player can change rooms.

The CLI will hold the Boolean variable that checks whether the user has used a key. The feedback to the user of “move north” will be dependent on the Boolean value of the variable. If true, the user has used key and will be printed the feedback stating that they have entered room along with the room’s room description. If false, the user has not used key and will be printed the feedback: “The door is locked, and you are unable to move.”

Room 1: Entrance

* Room Description: 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 along with a green key.
* Items:
  + Paper
  + Birdcage
  + Green key (Used to open the green door to the hallway)

Room 2: Hallway

* Room Description: You are inside a long hallway with only one door found at the East end. There is also a flyer on the wall.
* Items:
  + Flyer (Flyer that says “Kill all birds”)

Room 3: Lounge

* Room Description: There is a table in the room with a donut on top. There is also a red key right next to the donut.
* Items:
  + Donut (Poisonous donut used to kill anyone who eats it)
  + Red key (Used to open the red door the dean’s office)

Room 4: Trail

* Room Description: You are on a dirt road trail. There are some trees around you and a pretty flower in the middle of the trail.
* Items:
  + Flower (Just a pretty flower the player can examine)

Room 5: Bird’s Nest

* Room Description: 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. Along with the eggs, there is a red key.
* Items:
  + Nest (You can only examine the nest)
  + Red key (Used to open the red door to the dean’s office)

Room 6: Dean’s Office

* Room Description: You are in the dean’s office. The dean seems irritated and there is a gold key around his neck.
* Items:
  + Gold key (Used to open the door to the gold door which leads to treasure room)
* NPC:
  + Dean

Room 7: Treasure Room

* Room Description: You are inside a gold room with a blue key on the floor.
* Items:
  + Blue Key (Used to open the bird’s cage)

There will be no colors for the doors, but they will each have their own status and the player doesn’t know the status of each door. They will have to try all the badges until they get the right one.

The player will just keep scanning with their badge. Freshman, sophomore, senior.

The doors will have a status, state, and