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
  + Freshman Badge

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
  + Cellphone

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)
  + Sophomore Badge (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 junior badge.
* Items:
  + Nest (You can only examine the nest)
  + Junior Badge (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:
  + Dean Badge (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:
  + 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, or dean.