**FOR SPRINT 2, WE ARE ONLY GOING TO DEMO ROOM 1. WE WILL GRAB PAPER AND READ THE PAPER AND EITHER LOOK/GO A CERTAIN DIRECTION.**

**We will add the Drop(Item) command later into the game.**

**We will do unit tests for each command. For instance, Look(Direction) will check to see if the Direction being passed is valid.**

**We will add the sword later along with the campus security. I removed it from our story line right now as it complicates things.**

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

**Root commands for game:**

**Go/Move (Direction), Look (), Score (), Diagnostic (), Get/Take (Item OR “All”), Read (Item), Drop (Item), Open (Openable), Move (Moveable), Attack (Creature, Item), Examine (Item, Moveable, Openable), Inventory (), Eat (Food), Feed(Creature), Release/Free(Creature)**

* **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:**

* Player is trying to find the key which is found in one of the rooms to set the bird free. Player must enter the armory room and grab the donut to let the dean give you the key to the cage.

**Room 1: Entrance (Student Success Building)**

* **You are inside the Student Success Building. There is a locked cage with a roadrunner inside. It looks starving and nervous. There is a piece of paper next to the cage.**
* **Actions you can take in this room:**
  + **Go/Move(Direction), Look(Direction), Score(), Diagnostic(), Get/Take(Paper), Get/Take(Food), Read(Paper), Open(Cage), Examine(Paper), Examine(Cage), Examine(Roadrunner), Inventory() ,Feed(Roadrunner)**
* **Go/Move(North): You enter the boss room.**
* **Look(North): There is a door with a sign that says “DANGER.”**
* **Go/Move(South): You cannot go/move south.**
* **Look(South):** **There is bag of bird food with all sorts of insects that roadrunners love to eat.** 
  + **Get/Take(Food): The bird food has been added to your inventory.**
  + **The Feed(Roadrunner) method will ask the user what item in their inventory they want to feed the bird with.**
  + **Feed(Roadrunner): (If player has bird food) Through one of the tiny openings in the cage, you drop some bird food into the cage. The roadrunner eats the food and seems energized.**
  + **Feed(Roadrunner): (If player has donut) Through one of the tiny openings in the cage, you drop the donut into the cage. The roadrunner finishes the donut and seems energized.**
  + **Feed(Roadrunner): (If player does not have bird food) There is nothing to feed the bird with.**
* **Look(East): To the East, there is a sign that says Lounge.**
* **Go/Move(East): There is a table in the room with a donut on top.**
* **Look(West): To the West, there is a sign that says “Roadrunner’s Nest”**
* **Go(West): There is a beautiful garden with the roadrunner’s nest right in the center of the garden. The nest has eggs that look about ready to hatch but no roadrunner parent to be seen.**
* **Get/Take(Paper): The paper has been added to your inventory.**
* **Read(Paper): “I don’t like this bird. Dispose of it for me. – Dean”**
* **Examine(Paper): “I don’t like this bird. Dispose of it for me. – Dean”**
* **Examine(Cage): The cage is tight, dirty, and locked.**
* **Examine(Roadrunner): The roadrunner is in bad condition. It looks starving and nervous.**
* **Inventory(): Items in your Inventory: [“”, “”, “”]**
* **Score(): Score: “” and Rank: “”**
* **Diagnostic(): (Give description of health)**

**Room 2: Lounge**

* **There is a table in the room with a donut on top.**
* **Actions you can take in this room:**
  + **Go/Move(Direction), Look(Direction), Score(), Diagnostic(), Get/Take(Donut), Examine(Donut), Examine(Table), Inventory(), Eat(Donut), Move(Table)**
* **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 superb. You are very energized.**
* **Move(Table): (We will add more functionality to this later, but for now, not much happens). The table makes a squeaking noise as you move the table.**
* **Look(North): There is a sign that says “DANGER!!”**
* **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 West: You are inside the Student Success Building. There is a locked cage with a roadrunner 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: “”**
* **Diagnostic(): (Give description of health)**

**Room 3: Roadrunner’s Nest**

* **There is a beautiful garden with the roadrunner’s nest right in the center of the garden. The nest has eggs that look about ready to hatch but no roadrunner parent to be seen.**
* **Actions you can take in this room:**
  + **Go/Move(Direction), Look(Direction), Score(), Diagnostic(), Examine(Nest), Inventory(), Release/Free(Roadrunner)**
* **Look(North): There is a sign that says “DANGER!!”**
* **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(East): There is a sign that says “Student Success Building”**
* **Go/Move(East): You are inside the Student Success Building. There is a locked cage with a roadrunner inside. It looks starving and nervous. There is a piece of paper next to the cage.**
* **Look(South): There is an empty wall.**
* **Go(South): You are unable to go South.**
* **Release/Free(Roadrunner): 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.**

**Room 4: Boss Room**

* **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), Score(), Diagnostic(), Inventory(),**
* **Talk to dean: Dean says the bird in the locked cage will be disposed of. You tell him he is wrong, but he ignored you.**
* **Equip sword: If you equip the sword, the dean calls the campus police and game over.**
* **Give dean donut: If you give the donut to the dean, he will give you the key to the bird cage.**
* **Look North: Empty wall.**
* **Player can’t go North.**
* **Look East: There is a sign that says “Armory”**
* **Go East: This is a dimly lit room**
* **If player grabbed glowing sword, only the chocolate donut will be in the room.**
* **If the player grabbed the chocolate donut, the glowing sword will be there.**
* **If the player grabbed both the sword and the donut, it is just a dimly lit room.**
* **Look West: There is a sign that says “Forest”**
* **Go West: This is the forest. There is a tree with a sign next to it.**
* **Look(South): There is a sign that says “Student Success Building”**
* **Go/Move(South): You are inside the Student Success Building. There is a locked cage with a roadrunner inside. It looks starving and nervous. There is a piece of paper next to the cage.**