**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. BELOW IS JUST A PLAN OF A MAZE WHICH WE CAN ADD ON TO AND FIX LATER ON, BUT I JUST WANTED TO SHOW YOU GUYS THE STORYLINE I WAS THINKING OF.**

Goal:

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

Room 1: Student Success Building

* You are inside of the Student Success Building. There is a locked cage with a roadrunner inside. There is a piece of paper next to the cage.
  + Grab Paper: You read the paper and find that the bird is going to be disposed of.
  + Look North: There is a door with a sign that says “DANGER.”
    - Go North: You enter the boss room.
  + Look South: There is a water bottle on the floor.
    - Grab water bottle
    - Feed bird with water bottle (If the player does not get the key in time, the bird will die from dehydration)
  + Look East: To the East, there is a blue door.
    - Go East: You enter the forest.
  + Look West: To the West, there is a red door.
    - Go West: You enter the cave.

Room 2: Armory

* This is a dimly lit room with a glowing sword, and a chocolate donut.
  + Grab donut: (If the player picks this up, the player can beat the boss)
  + Grab glowing sword: (If the player picks this up, the boss will call campus security)
  + If the player picks both of them up, they can still beat the boss.
  + Look North: There is a sign that says “DANGER” and a path that goes Northwest to a scary room.
    - Go North: You enter the boss room.
  + Look South: There is a 1000 ft cliff with spikes.
    - Go South: Player dies.
  + Look East: There is a bookshelf with a lost and found flyer.
    - Grab flyer: The flyer states that a student is missing a sword.
    - Go East: Player can’t go east.
  + Look West: To the west is a green door.
    - Go West: You are inside of the Student Success Building. There is a locked cage with a roadrunner inside.

Room 3: Forest

* This is the forest. There is a tree with a sign next to it.
  + Look at sign: The sign says that a roadrunner lives here with her family. You think that the bird in the cage lives in this nest.
  + Look North: There is a sign that says “DANGER” and a path that goes Northeast to a scary room.
    - Go North: You enter the boss room.
  + Look East: To the east is a green door.
    - Go East: You are inside of the Student Success Building. There is a locked cage with a roadrunner inside.
  + Look South: There is an empty wall.
    - Go South: Player can’t go South.
  + Place bird in nest: 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 do something in this room. Otherwise, he calls the campus police and game over.
  + 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.