Planning

[Level system]

Each level is 100 XP. Each activity gives you XP. For example, finishing a quest will grant you 50 XP. You can view your XP by typing viewstats()

[Food]

Types of food

There are three types of food: vegetables, fruits and meat. Each of them restore the

hunger points.

Meat:

Beef: 7; pork: 7; chicken: 6

Vegetables:

Carrot: 4; potato: 3; broccoli: 3

Fruits:

Oranges: 2; mango: 2; bananas: 1

There are also beverages in the game. Currently there are 5 types of them: water, sea

water, orange juice, apple juice and tea. Water restores 5 points of the water bar,

sea water takes away 3 points from the water bar, tea restores 2 points of the water

bar, orange and apple juice restores 3 points of the water bar. Food also restores

water.

Where the food appears

Vegetables – usually appear on trees, however you can either find them in the town or

buy them from a merchant. Some vegetables like potatoes or carrots spawn

underground.

Fruits – usually appear on trees and bushed, however you can either find them in the

town or buy them from a merchant.

Meat – can be obtained from animals. Animals can be found outside the town; but you

can kill animals in the town. There is a 1 to 3 chance that you will be caught.

[Story]

The player spawns in an abandoned house. It is not big nor small. You can go to different rooms, and all of these rooms are listed below:

* Living room,
* Bathroom,
* Kitchen,
* Play room,
* Room 1,
* Room 2,
* Room 3,
* Bedroom 1,
* Bedroom 2,
* Bedroom 3,
* Dining room,
* Hall,
* Attic.

Each room has a quest, but some has even two (depending on the size of the room). When you start the quest, you will see instructions of what you should do. But be careful, some rooms have a higher level than the other ones!