

Classes

Game

-starts the game and also refreshes everything(where the int main is located)

Player

-includes the players inventory, and information about the progression such as rooms completed.

-includes the commands for player

Inventory

-is the players inventory contains information about the items the player has

Items

-contains a list of all items in the game

Check mark whether is herring

Mastermind game

-contains the info about mastermind game

Bosnian roulette

-contains the information about bosnian roulette

Rooms

-contains information about each room

Bedroom

-contains information about tutorial and bedroom items

-contains a variable you can call on to tell whether tutorial is completed

The three rooms

-contains information about the three rooms and the items they can pick up

-contains information about the whether the auditorium is complete

The final room

-sets up the final boss

-information and print statements about the final boss

Drink tea

-drinks tea makes you able to be able to see red herrings in room

Listen to poopity scoop

-contains function about listening to poopity scoop

-contains info about whether it can still be used

Commands:

- *Start*- starts the mastermind text game after any input is valid, unless there is a space
- *Look*- look around the room
- *Grab*- grab an object to give you a hint(your inventory will only be 5 inventory slots big in each room)
- *North, east, south*-at the three room choice, you can choose the room north east or south, after they have been beaten the command no longer exists
- *Save*- saves game state

- *Exit*- exits the game
- *Bosnian Roulette*- Do Bosnian Roulette if you have the box located in the dining room, 50% chance to give you the first three letters of every Mastermind box, However It can also lead to liver failure and the game restarts from scratch
- *Drink Tea*- Check if one object in the room is a red herring after consuming the tea, which ramps up your thinking power
- *Listen to Poopity scoop*- Shows you all the letters that are correct but in the wrong position from the previous turn and see where they actually belong, 10% chance to make your ears bleed making it so you no longer can run this command for the rest of the duration of the game.
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First two Sprints

Week1 - 2:

Primary Objective: Complete mastermind game. Ella and Nick work together to work on the items. Each item should have the name, whether it is a red herring(boolean), which room it is in.

- Objects in Apartment Building
 - The objects are themed around the fact he is bad with technology as his password is password
 - A nokia phone
 - A computer that is is infected with ransomware
 - A broken printer
 - A book that stores all his previous calls and most of them are to tech support
 - *Red Herrings*
 - A tea cup(if in inventory gives you command drink tea)
 - A strand of hair
 - A massive spider on his janitors cart
 - An eviction notice(object to throw you off)
 - A flashflight
- Objects in Drake Room
 - Objects that hint to the password being encrypted
 - A caesars cipher book
 - A book on Cryptography
 - A book on NTFS
 - Zodiac killer messages/ciphers
 - A letter from the pentagon
 - *Red Herrings*
 - A empty album
 - A poster of Drake
 - A sleeping bag
 - Drake Merchandise

- Poopity Scoop(allows you to run the command listen to poopity scoop)
- Objects in store
 - Hint to ethereum
 - A bitcoin pillow
 - To the moon poster
 - Doge plushies
 - A diamond shaped mirror
 - A number 2 varsity jacket
 - No red herrings due to obscurity
- Objects in Dining Hall room
 - Hint to nintendo
 - Copy of inking 2 the game
 - Red hat with L on it
 - Picture of What if Zelda was a girl but its link as a girl
 - A news article about weeknight come to a handheld console
 - N-Zapp
 - *Red Herrings*
 - Copy of Ballz
 - Copy of minecraft
 - Weird “off brand” Japanese manga
 - Ps5 controller
 - A bag of circus peanuts
 - A clown costume
 - What you think is mayonnaise
 - A box with both packing peanuts and circus peanuts and the name is bosnian roulette
- There is no objects in UN headquarters before you complete the mastermind puzzle and win the game, you can use the previous objects you have collected in your inventory, and also lose 1 inventory slot due to needing to carry the magic juice from slobby John

Vaansh and Bruno

-working on a mastermind game. Take a string as the “password” and have the player complete it.