

## Written Scenario #2

### Description

The player continues the game and moves east to a new room where they find a carrot item. The player takes the carrot and continues. The player then moves north and enters a monster room containing a Rabbit Monster. The player will have to use the carrot item to pacify the Rabbit Monster. The player then decides to quit the game and is presented with their score.

### Step-by-Step Interaction

- The game displays the menu options and asks the player what to do next
- The player types "e" and enters, to move east
- The player types "n" to move north into the next room
- The player types "l" to look around the room
- A description of the room appears and notifies the player they can pick up a carrot item to add to their inventory
- The player types "t carrot" so that the item Carrot is added to their inventory
- The player types "n" and moves into a room containing a Rabbit Monster
- The player types "u carrot" to use the carrot on the Rabbit Monster
- The Rabbit Monster is put to sleep
- The player then types "q" and enters it to quit the game
- The game ends and the player's score is displayed