Changes to BASIC game in C++ version – Matt Filer

- "SAY"
    - Only works with words in the game's data rather than any user input – the idea being to stop unwanted words from being repeated by the game
- "GO"
    - Removed up and down movements as it was confusing to the player
- "READ"
    - Only works with logical items rather than any, gives response of "THAT'S SILLY" if unsupported
- "CARRYING?"
    - Renamed to "INVENTORY"
    - No longer pauses the game, outputs to the standard response area
- "DIG"
    - Trying to dig without a shovel replies with "YOU WILL GET YOUR HANDS DIRTY!"
- "CLIMB"
    - Only works with logical items rather than any, gives response of "THAT'S SILLY" if unsupported
    - Supports subject "TREE" as well as "ROPE" to solve common user error
    - Trying to climb on a tile with nothing to climb replies with "NOTHING TO CLIMB!"
- "OPEN"
    - Trying to open door when it is already open replies with "IT'S ALREADY OPEN!"
- "UNLOCK"
    - Only works with door rather than every item
    - Trying to unlock with no key replies with "WITH WHAT?"
    - Trying to unlock on the wrong tile replies with "WHAT DOOR?"
- "EXAMINE"
    - Trying to examine an item that isn't on the tile will reply "IT ISN'T HERE"
- "USE"
    - Trying to use the vacuum with no batteries replies with "NOTHING TO POWER IT WITH"
- "LIGHT"
    - Trying to relight the candle after it has burned out replies with "IT HAS ALREADY BURNED OUT"
- "SCORE"
    - No longer pauses the game, outputs to the standard response area
- "OPEN"
    - Only works with logical items rather than any, gives response of "THAT'S SILLY" if unsupported
- "HELP"
    - No longer pauses the game, outputs to the standard response area
- "SPRAY"
    - Trying to use on a non-bat tile will reply with "HISSS"
- Misc
    - Boat no longer gets stuck on the edge of its allowed area, you can move back from a "CAN'T CARRY A BOAT" tile to one that allows a boat
    - Items don't require re-exploration to be visible again, explored items are immediately visible on re-entry to a tile
    - Removed "WHAT" in favour of more useful responses per command
    - When all items are acquired the game will tell the user to return to the gate, without requesting "SCORE"
    - Ghosts are no longer a random appearance, only bats – forces use of the vacuum