## 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