

### Items that Andrew Starts With



Someone might have to decide which flask to include, either the hydroflask or regular flask.



These are items that Andrew can use to heal, or if there is a hunger system (Why) can replenish his hunger and thirst.



An antique map such as this would work, but we would have to overhaul the map's design.

### Desert Ruins



Items that will (could) appear in the Desert Ruins (Outside)



The Oasis is already purified and safe to drink so perhaps Andrew could contain some of this water in a bottle to be able to drink and heal. Infinite Use so the player could always go out and refill his flask.

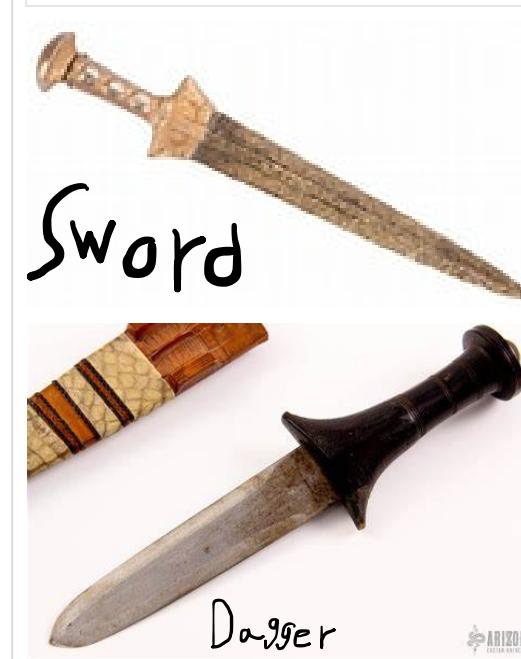
A Stick that Andrew could find outside to defend himself (If he does not start out with a weapon)



### Desert Ruin Hallways



Items that will (could) appear in the Desert Ruin Hallways



Sword

Dagger

### Underground Prison (Puzzle)



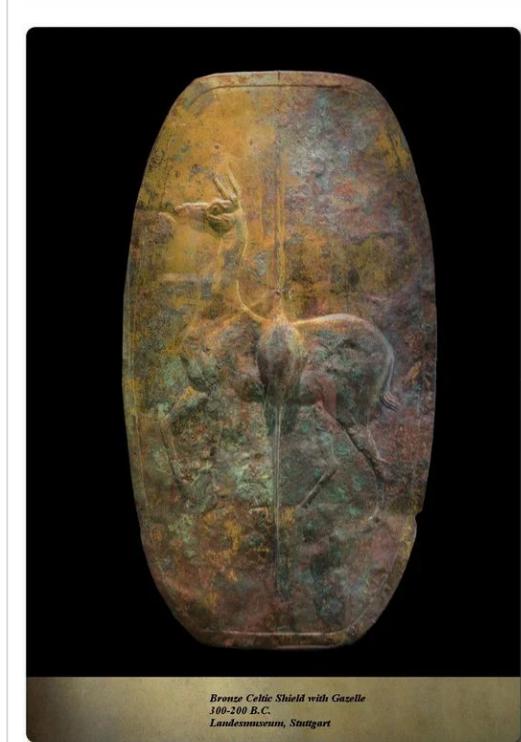
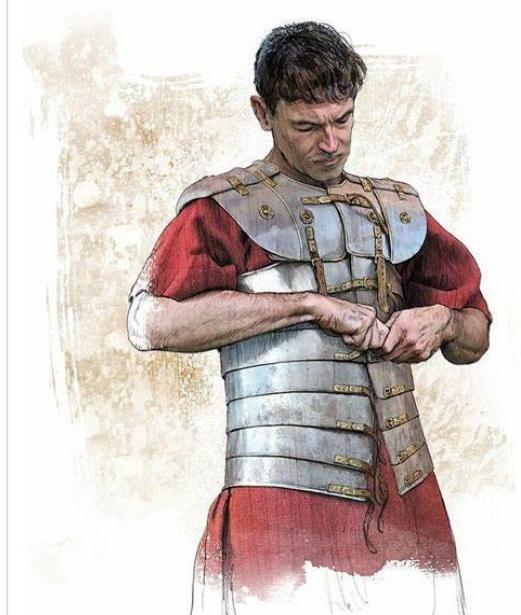
Items that will (could) appear in the Underground Prison



Hatchet



Arrows



### Trap Room



Items that will (could) appear in the Trap Room



A Joke Item

### Treasury



Items that will appear in the Treasury.



Inside the Treasure Box is the Meteorite Dagger and a golden shield



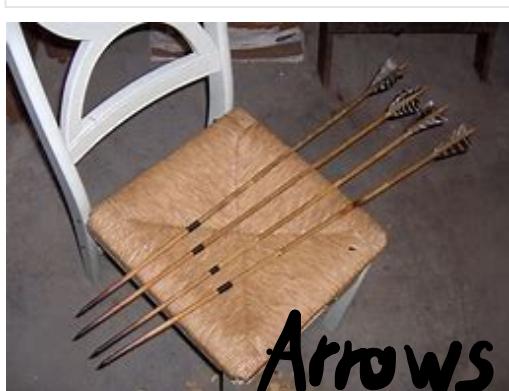
Gold Coins to collect for the Shopkeeper.



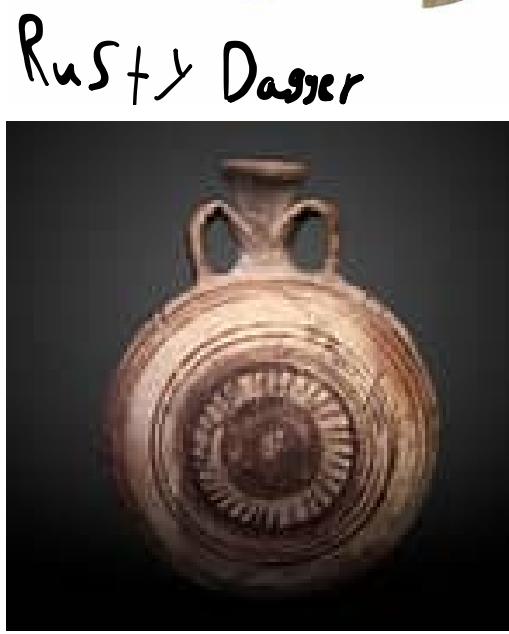
### Shopkeeper Items (Placeholder Image)



Items that the shopkeeper will (could) sell to the player.



Arrows



A Flask Filled with Water, Andrew could replace his flask with this or Andrew fills up his own flask through this water flask.

