# CM1101-Group-Dr.Lounge

Description-

#the letters are in hex so BAD = 2989 which the the lock combination

As you enter the dr’s lounge you are greeted by the aroma of old coffee. A semi circle of three multicoloured sofa’s surround a solidary coffee table. On the coffee table is a rusted metal combination box. Upon further inspection the combination box requires 4 digits to unlock it.

You notice that there are scratch marks under the blue sofa, it looks light enough to move. In the corner of the room is a white board that appears to have faded text and numbers on it.

Print staments

you move the coffee table nothing underneath

you move the blue sofa to find the letter B scratched into the floor

you move the White sofa to find the letter A scratched into the floor

you move the black sofa to find the letter D scratched into the floor

you enter the code ..user\_input.. the lock does not open

you enter the code ..user\_input.. the lock pops open

Items : Blue sofa, white sofa, black sofa, coffee table, combination lock, white board

item\_blue\_sofa = {

"id": "bluesofa",

"name": "Blue sofa",

"description": "A small blue two seater sofa",

"pick\_up": "False",

"move": "True",

"moved": "False"

}

item\_white\_sofa = {

"id": "whitesofa",

"name": "White sofa",

"description": "A small white two seater sofa",

"pick\_up": "False",

"move": "True",

"moved": "False"

}

item\_black\_sofa = {

"id": "blacksofa",

"name": "Black sofa",

"description": "A small black two seater sofa",

"pick\_up": "False",

"move": "True",

"moved": "False"

}

item\_coffee\_table = {

"id": "coffeetable",

"name": "Coffee table",

"description": "A small wooden table",

"pick\_up": "False",

"move": "True",

"moved": "False"

}