Text adventure game with room and item system

* + World: Avery Hall
  + Time/turn-restricted: Every action takes up an hour
  + Possible endings
    - Eldritch Power: Figured out how to hack the planet
    - 1st place!: Got a Switch
    - 2nd place: Got a drone
    - 3rd place: Got a Bose speaker
    - Had Fun: Neutral ending
    - Relaxing Weekend: Left Cornhacks early
    - Never went: Didn’t go to Cornhacks
    - Got Kicked Out: Harass anyone and take no further action
    - Thrown In Jail: Harass police after harassing someone else
    - Fail ending: Do especially bad
  + Add workshops at specific time slots
    - Spreetail -> Spritaly - 11:30
    - Buildertrend -> Build-a-friend - 2:00
    - TD Ameritrade -> XD Astrolade - 4:00
  + Add tournament
    - Super Smash Bros. -> Significant Slap Brethren Tournament
  + If you get the requisite items, you get a different outcome when you go somewhere at a certain time
  + Partners to pick, different abilities
  + Workflow management
    - Diminishing returns for consecutive “Work” actions taken
  + Items
    - Strange Device
    - Easy Button
    - Giftcard

**Requirements**

* Eldritch Power: Figured out how to hack the planet
  + **Cthulhu?**
* 1st place!: Got a Switch
  + Get 100 Project Quality
* 2nd place: Got a drone
  + Get 98 to 96 Project Quality
* 3rd place: Got a Bose speaker
  + Get 90 to 95 Project Quality
* Had Fun: Neutral ending
  + 40 points?
* Relaxing Weekend: Left Cornhacks early
  + Leave cornhacks at any point and not be back by 10 AM Sunday
* Never went: Didn’t go to Cornhacks
  + Stay home from Cornhacks
* Got Kicked Out: Harass anyone and take no further action
  + Harass anybody
* Thrown In Jail: Harass police after harassing someone else
  + After Getting kicked out, harass police
* Fail Ending: Do especially bad
  + Get a negative score