




# Visual Game Map Design: (Best Route = sequential by room #)

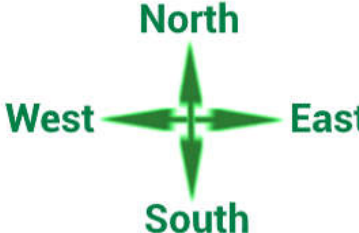
Things:	Room #2:	Room #3:	Room #4:	Room #5:	Room #6:	Room #7:	Room #8:	Room #9:	Room #10:
Room #1: > Bed > Table with notes > Drawer with key inside > Room surrounded with glass windows on all 4 sides > Aron's hands are tied	>Fire-breathing dragons >Note with mission >Jewel >Dragontooth >Torch <div>* = Can use \$ = Can trade</div>	>Sphinx in center >Mummy tombs >Gold coins >Mummy Nemes headdress <div>*Torch \$Jewel</div>	>Robots with laser weapons >Shield >USB drive >Universal key >Computers <div>*Shield \$Gold/Jewel/Medallion</div>	>Medallion >Shuriken >Shadow Figures/ Ninjas <div>*Shield \$Gold/Jewel</div>	>Teasure box >Eyepatch >Parrot >Code in box <div>*Torch \$Shield</div>	>Prisoner's clothes >Paper Clip >Aron is behind >Prison bars <div>*Paper Clip</div>	>Bushes & plants > Venus fly trap >Sprinklers >Moss pond <div>*Parrot *Eyepatch \$Paperclip</div>	>Large Pool >Suitcase in th bottom of the pool <div>*Prisoner's clothes</div>	>Bookcases >Hidden trap door >Exit must be found within this huge library... <div>*Suitcase</div>

Map Legend/Key:

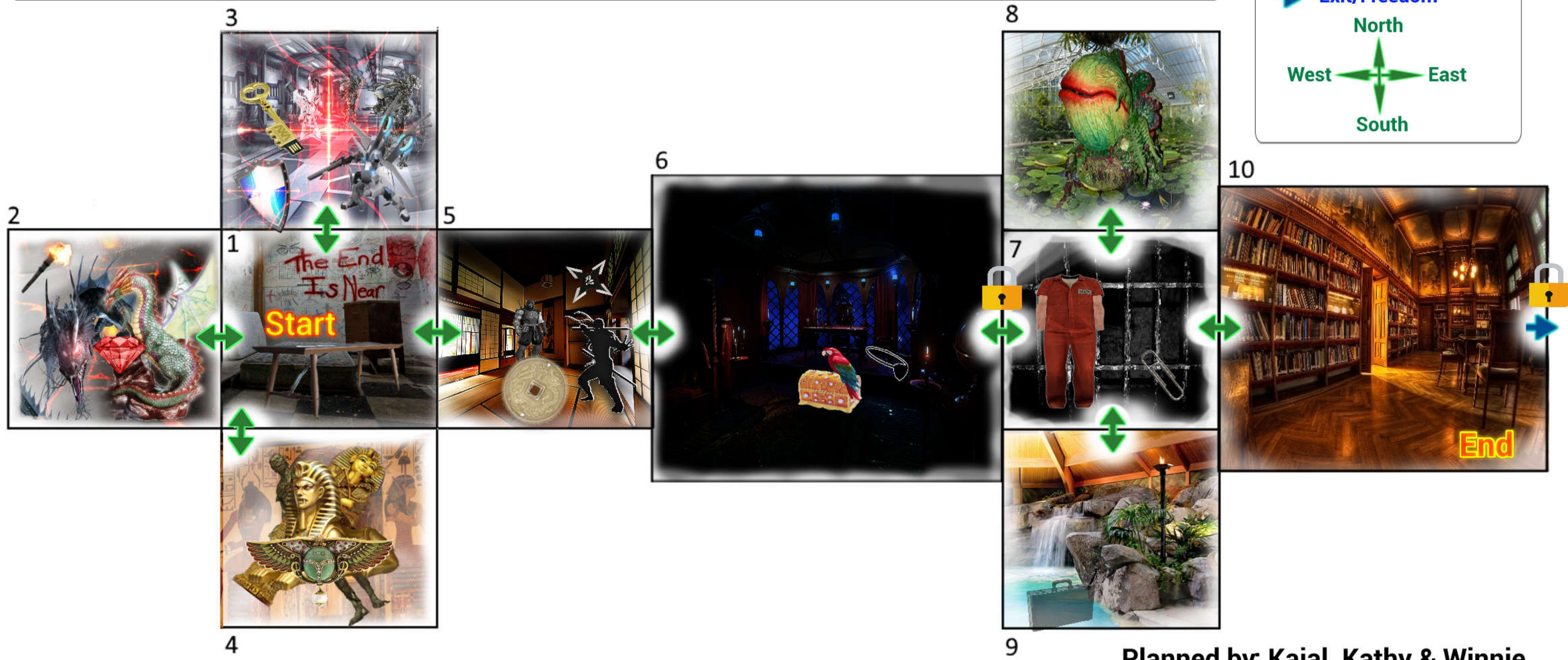
 Requires code/key to unlock

 Passages

 Exit/Freedom



North  
West East  
South



## Room Themes:

- 1) Starting room (In Captivity) 2) Dragons 3) Robots/High Tech 4) Egyptian 5) Ninjas  
6) Pirates 7) Prison 8) Botanical Garden 9) Indoor Pool 10) Final Room for Exit (Ancient Library)

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