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Documentation/Game Map, Instructions

Our game has the essence of a mystery problem solving/exploration type game such as the Half Life series. With the source code we have now, the game has be designed to have a flow of finding your way around when you awake (beginning of program) in an alien spaceship, stranded. The goal is to move across each room while the code will prompt the user to possible choices to choose from and from those choices, further consequences spring up.

The first print lines are not user input but simple narratives for the player to see as

The full list of all rooms are as follows:
1. Dining hall
2. Garage
3. Master bedroom
4. Guest bedroom
5. Living room
6. Foyer
7. Bathroom
8. Laundry room
9. Kitchen
10. Hidden closet
11. Exit pod

The first room is the player waking up in an alien spaceship, stranded and alone, and trying to navigate their way to their crewmates.
1. They awake in the control room and must make it to the escape pod to survive. The first prompt the program states that a space helmet has been found and is essential to breathing and thus survival. The program then inquires if the player wishes to pick up the helmet. The option given is obviously yes put the helmet on or no suffocate to death. Once the player inputs "yes" into the program, the compiler will print that the player puts on the helmet and feels a rush of fresh air.
2. Another movement option for the Text adventure is whether the user wishes to move into the bunk room to search for items to put into inventory. So the user has the option to either stay in the control room or to the bunks where further rooms will eventually lead the user to the escape pod. These user inputs will be set as inputting either 1 or 2 as in 1 = yes and 2 = no.

These println commands executed after the user inputs an option in the code are simply narratives to the story of the game. So far, the first main real item in the game are the flashlight batteries. And with it, the user discovers that there is a problem with the batteries. As the player

moves from room to room, they eventually find the flashlight through a printed message but it does not work. Once the flashlight is found hints are given throughout the code to find the exit. The commands used by the user are things like "look" , "drop", "take", "go",

There are a total of 4 hints at this point. Three hints for the exit and a fourth hint that suggests a different room. After this execution, the program will print to the user which room they ended up in based on what they chose.

There is further exploration after this because the hints are not enough for the user to find the exit pod. In each room, the user is asked if they have the flashlight and batteries working and to check if those items are in the room.