1. A complete guide on how to successfully “win” your game (whatever that means) from start to finish

The game begins with the character waking up on the floor. The room he wakes up in is the command room, he must put on the spacesuit located in the room in order to get oxygen. The room to the left is the crew quarters. The user must lead the character to there in order to retrieve a flashlight and a gun from out of the locker. After doing that, the only room the user can go into is back to the command room. Then the user must enter the recreation room. Here, it is dark so this is where the flashlight first comes in handy. He uses the flashlight to light up the room and he finds a keycard which you must add to your inventory. Then, the user must enter the medical room to the right. Once in there, he must add a medical kit to his inventory for later use. Straight ahead of the medical room is the Cyrogenic Lab which you must enter. This room is important because it contains the instructions to the escape pod. The user must, again, use the flashlight to illuminate the room where he then sees an alien monster break out of the tank which charges toward you. Here, you must use the gun you collected from the locker in the crew quarters to kill the monster. After doing so, you must then utilize the medical kit to attend to any wounds otherwise you will bleed out and eventually die. After this, collect the instructions for the space pod. Exit the Cyrogenic Lab and then exit the Medical Facility to get back into the recreation room. Take the emergency stairs down to the research and development room. There, the user must pick up the headset that he hears a voice coming from. The prerecorded message in the headset gives the last set of instructions on how to launch the escape pod. Then, go into the storage room, use the flashlight to see what is in there and you see three objects: one red, one blue and one green. You must pick up the blue key (from what was said in the headset) and then enter the airlock. In order to enter the airlock you must use the keycard you found in the crew quarters at the beginning of the game. The user must then press the big red button in the escape pod, use the blue key and finally enter the correct code you to safely eject from the space ship to head back to Earth.

1. A list of available commands, what they mean, when they can be used, what they can be used on, etc.

The commands will mostly be “look”, “enter”, “use”. However, we plan on just having that on the print screen and the program will ask the user to enter the number corresponding to the option. For example, a prompt would look like this: “(1) enter room to the left (2) pick up flashlight (3) enter room to the right”. The user will then enter 1, 2 or 3 depending on what action they want to take.

* Look can be used on virtually anything in the ship from rooms to objects. When the user “looks” at one room to another, a message will pop up with a short description of that room but not a complete one which would include items located in that specific room.
* Enter can be used only to enter rooms.
* Use can only be used on items in your inventory

1. A list of available inventory items, what they are used for, what they do, etc.

* Gun—used to kill the alien monster in the Cyrogenic lab
* Spacesuit—vital for survival since the helmet helps the character with breathing at the beginning of the game
* Flashlight—used to light up rooms because the space station is mostly dark, no electricity because of the crash
* Medical kit—used to clean and bandage up any cuts and wounds from flighting with monster
* Keycard—used to access the airlock
* Locker—located in crew quarters, user opens to find gun and flashlight
* Escape pod instructions—provides precise instructions on how to safely eject from the space station
* Headset—had pre-recorded message with vital information for using the escape pod
* Color keys—Blue one is used in the process of booting up and ejecting the space pod from the space station

1. A summary of the plot, the setting, and the game world. Some sort of background information and world-building. I don’t want to just see a bunch of commands in a list. I want to see robots!

The main character, and the only one, is a lone surviving astronaut. The space station while in orbit crashed into a meteoroid which led to the station losing electricity and even some parts of the ship being exposed to space—losing oxygen. He must find his way to the other side of the space station to reach the escape pod but on the way he must collect a number of items in order to be successful in his mission.