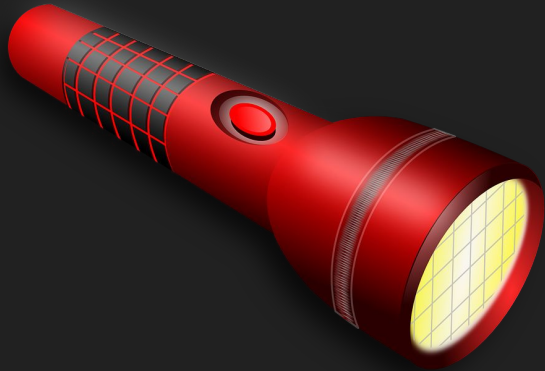


# Escape the Library

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# Introduction

Library Escape is a text adventure game where the player takes on the role of a student stuck inside a locked Library. The objective of the game is to get the item [MasterKey], hidden somewhere in the library, to unlock the front exit in the lobby and escape!

We choose this theme/idea because we feel as though we can truly relate to our protagonist.

# Escape the Library



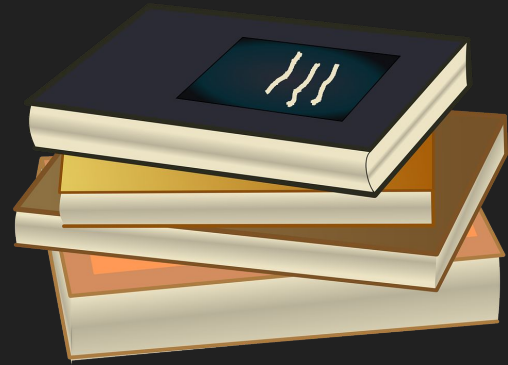
Game  
Map

# Mechanics of Game

Main Classes (TextAdventure, AdventureModel, Adventurer, & Rooms)

Adventurer - Inventory arraylist

Interface (Room) - specifies methods that can be implemented by room classes (particularly move)



# Moves and Player Input

Command Options:

[Look]   [Pick up]   [Drop]   [Open Bag]  
[Move Right]   [Move Left]   [Move up]  
[Move Down]   [Map]   [End]

