

Kevin Justich
Keith Barry

Document 1- Game Map























Key:

- Each room displays the animal that inhabits that room.
- The item pictures represent the items that can be picked up in that room.
- The item written in TEXT is the item that is required to defeat the animal in that room and move forward.

Once an animal has been defeated, you can move to any new, adjacent rooms connected by any of the 4 cardinal directions. This does not include directions that would run you off the map (for example you can't move west from the puppy pen or east from the snake cage). Additionally, once you have defeated a level, you can walk back through it without having to fight the animal again. If you find that you do not have the item needed to defeat the animal in that room, you must leave in the direction you entered.

This is a 3x3 2d array plus the standalone boss level. Once you beat the snake cage level, you will automatically go to the final level (without having to walk).

I have numbered the levels based on the solution outlined in the User Guide (though there are several different paths to win. The hidden shortcut is labeled as an alternate route with red numbers. However, if you bring the puppies treats from the cat cage (marked by a star), you can ride a puppy all the way to the snake cage (shortcut).

<p>START My Cage</p>    <p>Invoice</p> <p>1</p>	<p>Rabbit Cage</p>   <p>Toothpick</p> <p>2</p>	<p>Cat Cage</p>    <p>Laser Pointer</p> <p>3</p>
  <p>Laser Pointer/Dog Treat</p> <p>Mouse Cage</p> <p>3</p> <p>4</p>	   <p>Plastic Bag</p> <p>Guinea Pig Cage</p> <p>4</p>	  <p>Alka-Seltzer or Tranqualizer</p> <p>Snake Cage</p> <p>5</p>
  <p>Rat Poison or Tranqualizer</p> <p>5</p>	  <p>Box Cutter</p> <p>6</p>	  <p>Key</p> <p>7</p>
<div> <p>Final Level</p> <p>Checkout Counter</p> <p>Throw Andres</p>  <p>6</p> <p>8</p> </div>		