The original code was a simple room navigation system with only three rooms: Great Hall, Bedroom, and Cellar. Players could move between these rooms using directional commands like "North," "South," "East," "West," or "go" followed by a direction. The game had basic input validation and error handling for invalid moves, displaying available directions when players tried to go somewhere they couldn't. The rooms were connected in a linear fashion with the Great Hall serving as a central hub.

**Basic Gameplay Loop**: The original game was essentially a room exploration demo without any real objectives or win conditions. Players could wander between the three rooms indefinitely, with the only way to end the game being to type "exit." There were no items to collect, no inventory system, no villain to face, and no goal to achieve. The game would simply display the current room and available moves, process movement commands, and continue looping until the player chose to quit. It served as a foundation for movement mechanics but lacked the elements that would make it an actual adventure game.

## **New Features Added:**

### **1. Items and Inventory System**

* Added 5 collectible items: Magic Sword, Shield, Health Potion, Spell Book, and Golden Key
* Items are distributed across different rooms
* Players can collect items using "get" or "take" commands
* Inventory tracking shows what items the player has collected

### **2. Expanded Room Layout**

* Added more rooms: Kitchen, Library, Garden, and Dragon Lair
* Each room (except Great Hall and Dragon Lair) contains one item
* Dragon Lair contains the villain (Dragon)

### **3. Win/Lose Conditions**

* **Win Condition**: Player must collect ALL 5 items AND reach the Dragon Lair
* **Lose Condition**: Player enters Dragon Lair WITHOUT having all items
* The game tracks total items needed (5) and compares with inventory size

### **4. Enhanced Gameplay Loop**

* Removed the "exit" command - game now ends only on win/lose
* Game continues until player either wins or loses
* Displays appropriate victory or defeat messages as specified

The game now provides a complete adventure experience with strategic gameplay - players must carefully explore and collect items before facing the final challenge!

**Room Structure and Items**: I expanded the game from 3 rooms to 7 rooms, adding Kitchen, Library, Garden, and Dragon Lair to the existing Great Hall, Bedroom, and Cellar. Each new room (except Dragon Lair) contains a collectible item: Magic Sword in Bedroom, Shield in Cellar, Health Potion in Kitchen, Spell Book in Library, and Golden Key in Garden. The Dragon Lair serves as the final room containing the villain.

**Inventory and Item Collection**: I added a complete inventory system that tracks collected items in a list. Players can now use "get" or "take" commands followed by an item name to collect items from rooms. The game displays available items in each room and shows the player's current inventory. Once an item is collected, it's removed from the room and added to the player's inventory.

**Win and Lose Conditions**: The game now has clear victory and defeat scenarios. Players win by collecting all 5 items before entering the Dragon Lair, which displays the congratulations message. Players lose if they enter the Dragon Lair without having collected all items first, triggering the "NOM NOM...GAME OVER!" message. The game automatically counts the total items needed (5) and compares it with the player's inventory size.

**Game Loop Changes**: I removed the "exit" room condition that previously ended the game and replaced it with win/lose condition checking. The main game loop now continues until the player either wins or loses, checking these conditions after each move. The game ends automatically when either condition is met, displaying the appropriate ending message and thanking the player for playing.