

/\* When the game starts

# [Title]

## [Subtitle]

### [ROOM/AREA]

📍 Location

[Main location text]

*[Random world events/Narrator/Inner thoughts]*

[person present] [person description/action]

You see: [item], [item]

Possible exits: [exit point], [exit point]

/\* When the user enters a new room/location or use the command 'Look around' or similar

### [ROOM/AREA]

📍 Location

[Main Text]

These elements are hidden if there is no event, person or item at the location

→ *[Random world events/Narrator/Inner thoughts]*  
 → [person present] [person description/action]  
 → You see: [item], [item]

Possible exits: [exit point], [exit point]

/\* If there is no characters present

Upon your initial venture into the heart of East London's underbelly, you find yourself ensnared within a squalid hovel of iniquity, hidden amidst the looming dockside warehouses.

[Main text] need to be short and formatted better. Characters, clues and elemetens vital to the story should be highlighted.

→ The opium den, a dilapidated sanctuary for those lost to vice and temptation, shrouded in the sinuous tendrils of intoxicating, honeyed smoke. Oil lamps flicker ominously, casting sepia-toned spectres upon the grimy walls.

The 'you look around carefully' should be at the top.

In attendance, you find your steadfast companion, Watson, engaged in earnest discourse with a woman of worn beauty, Agnes Vellum.

Their figures bathed in the spectral light, lending an otherworldly aura to their silhouette against the backdrop of this wretched hive.

→ You look around carefully.