

```

Enter command: look at me
You are carrying:
  Computer (pc)
  Forbidden Weapon (codex_umbra_magnificia)
  backpack (bag)
Enter command: put pc in bag
You have put the Computer into the backpack.
Enter command: look at me
You are carrying:
  Forbidden Weapon (codex_umbra_magnificia)
  backpack (bag)
Enter command: look at location
You are in red bed
In the current location, you see that You have just woken up from a strange red bed, it felt really sticky and hard to get out of bed
Within closer inspection, you see that
  Computer (pc)
  A rather dull pocket knife (pocket_knife)
You can see exits downstairs, and upstairs.
Enter command: take pocket_knife
You have taken A rather dull pocket knife.
Enter command: look at me
You are carrying:
  Forbidden Weapon (codex_umbra_magnificia)
  backpack (bag)
  A rather dull pocket knife (pocket_knife)
Enter command: move upstairs
The path to Stair is blocked. You need to find a way to unblock it.
Enter command: move downstairs
You followed to the downstairs going through hole and reaching the downstairs basement
You are in downstairs basement
In the current location, you see that this basement is dark and moist, you caught a glimpse of a silhouette
Within closer inspection, you see that
  an artifact capable of smashing doors (force_multiplier)
You can see the exit at north.
Enter command: pick_up force_multiplier
You have taken an artifact capable of smashing doors.
Enter command: go north
You followed to the north going through door and reaching the red bed
You are in red bed
In the current location, you see that You have just woken up from a strange red bed, it felt really sticky and hard to get out of bed
Within closer inspection, you see that
  Computer (pc)
You can see exits downstairs, and upstairs.
Enter command: use force_multiplier upstairs
You have successfully used force_multiplier to unblock the upstairs door.
Enter command: move upstairs
You followed to the upstairs going through Stair and reaching the upstairs attic
You are in upstairs attic
In the current location, you see that you have caught glimpse of that silhouette again, but this time it is dangling from the ceiling

```

Press help to be give a manual on the command:

```

if you are unsure with the command, type {help} or {manual} to recieve instruction
Enter command: help
Welcome to user assistance manual, this will be the guide to the command to assist you:

1. Look Command
To inspect item, simply:
==> Look at [item_name]
To inspect item in a container, do:
==> Look at [item_name] in [container_name]
To inspect yourself to check your inventory, simply:
==> Look at me

2. Move command
The keyword "Move" can be use interchangeably with "head", "leave", "go"
To move to a certain location, simply:
==> Move {path_name}
To know the path name, simply:
==> Look at location
This command will let you inspect the current location, the items in it and exit PATH

3. Take Command
The keyword "take" could use interchangeably with "obtain", "get", "pick_up"
To take an item, do:
==> take {item_id} , do note that you should take the Item's ID not Name

4. Use command
to use an item, do:
==> use {item_id} {direction}
example: use {force_multiplier} {upstairs}

5. Put Command
to put an item into a container (i.e bag), do:
==> put {item_id} in {bag}
Unknown command: help
Enter command: look at me

```

Start by look at me to see current inventory + enhancement feature no1 : put item in bag:

When item is place in bag, it will no longer be inside the inventory:

```
Enter command: look at me
You are carrying:
  Computer (pc)
  Forbidden Weapone (codex_umbra_magnificia)
  backpack (bag)
Enter command: put pc in bag
You have put the Computer into the backpack.
Enter command: look at me
You are carrying:
  Forbidden Weapone (codex_umbra_magnificia)
  backpack (bag)
```

Next we inspect the current location which is the bed room to see the available path and the room description, also enhancement feature 2: take item from location:

```
Enter command: look at location
You are in red bed
In the current location, you see that You have just woken up from a strange red bed, it felt really sticky and hard to get out of bed
Within closer inspection, you see that
  Computer (pc)
  A rather dull pocket knife (pocket_knife)
You can see exits downstairs, and upstairs.
Enter command: take pocket_knife
You have taken A rather dull pocket knife.
Enter command: look at me
You are carrying:
  Forbidden Weapone (codex_umbra_magnificia)
  backpack (bag)
  A rather dull pocket knife (pocket_knife)
```

Ok, lets start moving shall we, lets try upstairs:

```
Enter command: move upstairs
The path to Stair is blocked. You need to find a way to unblock it.
Enter command: move downstairs
You followed to the downstairs going through hole and reaching the downstairs basement
You are in downstairs basement
In the current location, you see that this basement is dark and moist, you caught a glimpse of a silhouette
Within closer inspection, you see that
  an artifact capable of smashing doors (force_multiplier)
You can see the exit at north.
Enter command: pick_up force_multiplier
You have taken an artifact capable of smashing doors.
```

Oh no, it is blocked and that is where enhancement feature 3 is : blocked location, only accessible by using certain item to unlock it. In this case, I picked up a force multiplier in the basement and will use it for later.

Go north to get back to initial location bedroom, now try to use the force_multiplier to crack the door and access upstairs, we see that the message saying that we have successfully unlock upstairs and actually moving to that location:

```
you have taken an artifact capable of smashing doors.  
Enter command: go north  
You followed to the north going through door and reaching the red bed  
  
You are in red bed  
In the current location, you see that You have just woken up from a strange red bed, it felt really sticky and hard to get out of bed  
  
Within closer inspection, you see that  
    Computer (pc)  
You can see exits downstairs, and upstairs.  
Enter command: use force_multiplier upstairs  
You have successfully used force_multiplier to unblock the upstairs door.  
Enter command: move upstairs  
You followed to the upstairs going through Stair and reaching the upstairs attic  
  
You are in upstairs attic  
In the current location, you see that you have caught glimpse of that silhouette again, but this time it is dangling from the ceiling
```