



### **Challenge:**

As a challenge, we're looking for a creative Toontown spin on the old game Hunt the Wumpus!

### **Game Fundamentals & Rules:**

1. Build a map of Toontown in the game. This should be down to the street level (doesn't have to include individual shops, but it should follow the usual Toontown Central -> Punchline Place -> Barnacle Boulevard -> Donald's Dock level of detail - including Cog HQs, Goofy Speedway, the Minigolf area, etc.).
2. The player always starts in Toontown Central but should be able to move through the whole map with location information displayed as they enter each new street and playground.
3. Place 3 banana peels and 3 portable holes in random locations in the game. A banana peel and portable hole cannot be in the same location and will never be placed in playgrounds. If you're in a location where there's a tunnel with a banana peel or portable hole on the other side, warn the player with a unique message. They will have to take another route to get to their destination instead.
4. Going into a location with a hole will cause you to log out, and the game ends.
5. Going into a location with a banana peel will also have consequences for the player. It's up to you what happens there, so be creative!
6. There's a Cog wandering around Toontown! It will never enter a playground but will move to a connected street or Cog HQ every few times the player moves.
7. The player will be warned if the Cog is nearby (just as with banana peels and portable holes) because if you enter the same location, you'll be sent back to the nearest playground and he'll fly elsewhere!
8. Allow the player to throw a pie through a tunnel preemptively in order to hit the Cog in the connecting area.

### **Extra Details:**

- Make sure to implement your own ideas and features on top of these fundamental rules to make your game really stand out from the crowd!
- Ideally, the game should be written in Python to showcase your capabilities with the language we use the most. However, this isn't required.
- The game doesn't need to be much more than a simple text-based application. However, if you want to show off your skills you can definitely add more complexity to it!