Hannah Schroeder

Brooks Pettit

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Algorithm

User is presented a set of instructions, detailing the object of the game and available commands

If the user looks around, he will see a large pyramid.

If he inspects the pyramid, he will notice a poetic warning inscribed above a large door

When he gives the door a tug, it creaks open

Upon entering, the door shuts behind him. He cannot exit if he tries.

Initiate the global variables health and inventory

**Level 1**

If the player LOOKs, he will find that he is in a large room. Directly in front of him he sees a door. To one side there is a long sarcophagus, plated in gold and hieroglyphics.

If he inspects the door, he will find that it is flanked by a skeleton hand protruding from the wall. The door is locked. Above the hand, the word ‘tribute’ is inscribed.

If he inspects the sarcophagus, he will notice it’s extravagance. On the lid the words ‘thief’s reward’ are written. If he lifts the lid, he will find an ancient mummy. He must remove a medallion from around the mummies neck.

Upon placing the medallion in the skeleton’s hand, the door slides open revealing a chest and a set of stairs. The chest contains a key. The stairs lead to the next floor.

**Level 2**

**Level 3**

**Level 4**

**Level 5**

**Level 6**