**Hangover cures**

For a temporary power up, the player will find items in the room that can benefit helping them find objects, or giving clues to what some objects can be used for. I.e. knife can be used to cut through an apple and find a key inside.

Cures could be:

Ice cold water

Coffee and medication

Banana

Fry up

Bacon sandwich

Peppermint tea

For other purposes, we could implement a drunk character wanting one of these, forcing the player to find/ make these so they can get an item from them that they need in another room. i.e. irritable hungover friend is laying on a sweater that another friend needs and won’t budge until they get what they want.