

ADVENTURE PLOT

blue : location number

0. Library study room

↳ wake up in library study room (fell asleep on table):

- items: backpack (can wear), water bottle (can put in backpack), granola bar inside backpack
- action: can leave library room

↳ inside book section: 1. Roberts book section.

- items: library book, dorm keycard
- action: pick up library book (if's sticking out of shelf), open book (something inside), get dorm keycard
↳ must be correct book with exam's course code on it

↳ leave library: 2. Roberts help desk 3. Roberts lost + found.

- action: go to help desk to look for lost + found (empty), go outside building

↳ outside building: 4. Outside Roberts

- action: give granola bar to hungry cat outside then take him with you

5. Next to a hungry cat

↳ dorm (outside): 6. Outside dorm

- action: use keycard to go inside

↳ dorm entrance: 7. Dorm entrance

- go inside common room or use keycard to get inside bedroom

8. Dorm common room

↳ bedroom:

10. Next to closet

- action: open closet, open drawers

item: presto card,

11. Next to drawers

↳ common room:

- items: ROM ticket, coffee cup
- action: try to drink coffee, read ROM ticket

12. Next to Coffee Machine

↳ outside Subway streetcar 13. Next to a streetcar
→ deposit

- action: beg for money (doesn't work), use presto card

↳ streetcar
subway train 14. On streetcar

- action: sit down, go to see papers tucked between seat, get out on next subway stop

➔ streetcar instead
of subway

+	-	-	-	-	-	23	25	26	-
-	-	-	-	-	-	22	-	27	-
0	1	-	-	21	20	19	-	28	-
-	2	3	4	-	-	15	-	29	30
-	-	-	5	13	14*	16	17	-	-
-	-	-	6	-	-	-	18	-	-
-	-	8	7	9	10	12	-	-	-
-	-	-	-	-	11	-	-	-	-

* location 14: only move east once entered!

◦ item: cheat sheet (in between papers)

15. ROM entrance

16. Coffee shop

on street → can go to ROM or coffee shop

coffee shop: 17. Coffee shop table

↳ table with receipt from your specific order

↳ actions: order coffee (fail because not enough money) or go to patio 18. Coffee shop patio

↳ items: receipt

coffee shop patio:

→ included in scene description

↳ action: sit down and rest, look at view, investigate ink blot on table → find pen

↳ item: pen

rom entrance:

↳ action: use ticket to get in

rom foyer: 19. ROM foyer

↳ action: ask guard about wallet (he's not helpful), steal his keys

↳ item: keys

rom security office: 20. ROM security office door

↳ action: open door, go inside 21. Inside ROM security office

↳ item: wallet

◦ action: check for t-card (not there), leave office

rom dinosaur exhibition: 22. ROM dinosaur exhibition

↳ action: touch dinosaur (get yelled at), see t-card somewhere, try to buy souvenir (can't: no money)

↳ item: t-card

23. Exit of ROM

leave rom, look around, on intersection of college + maccaul, go on maccaul, see exam centre, go in, see friend walking into exam room, follow

24. Outside ROM

25. Intersection of college + Maccaul

26. Maccaul street

27. Going south on Maccaul street

28. Exam centre entrance

29. Inside Exam centre

30. Exam room

TO DO:

- location descriptions (short + long) + location number
- look command
- inventory command + item.txt (with weight enhancement)
- make items
- map.txt + allowing player to go in directions
- limiting moves + player losing if moves are finished
- score command + keep track of it
- quit command
- weight enhancement
- eating food = more moves

puzzles

- ↳ tell player name of coffeshop found on cup
- ↳ later, there will be numerous coffeshops beside each other + player must remember name
- ↳ stealing key from officer must be done when he's not looking
- ↳ something distracts the guard
- ↳ wallet is in locked box labelled lost, diff key from security guard's keyfob