I will need to code each of the basic actions; look around, examine, use as well as each of the rooms and “items” within them.

I will write out the actions; Look around, Examine and Use as methods

And have individual classes for things like;

Inventory, rooms ( each room will have their own class patients(user) room, kitchen, reception, hallway, operating theatre one, storage closet), and miscellaneous things like door, drawer, cupboard, knife, flashlight, wheel chair, scalpel, gauze

Room descriptions:

Room 1 (patients hospital room) – you awake to find yourself in a very bare and bland room, there is a slight chill in the air.

If look around = you notice on the door across the room from you a plaque saying “patient zero – J.Do” beside you there is a bedstead, on top of this is a **watch** and a **key**, you also notice a light switch and are made aware of the gentle hum of the lights in your room and the hallway.