**Room descriptions**

1. Casino - sit back and relax, make/lose money
2. Mansion - break in, search for items/money/victims
3. Kitchen - eat food, look for items/weapons such as knives
4. Stables -
5. Bedroom - sleep (gain energy)
6. Hidden room - find hidden items/powerups - should be difficult to get into(some sort of challenge)
7. Dining Room - eat
8. Jail Room - go to jail - lose the game here?
9. Basement - store victims, weapons, etc.
10. Attic -
11. Cemetery - bury victims
12. Boss MOB's home - try to defeat him here (if he's there)
13. Pool -
14. Train - travel to a faraway place
15. Plane - travel to a faraway place
16. Paris - faraway place 1
17. Spain - faraway place 2
18. Dubai - faraway place 3
19. Woods - do creepy things here - idk
20. Submarine - travel discreetly
21. Abandoned Factory - more creepy stuff here
22. Court room - uh oh, someone's in trouble - step 1 of losing
23. Dark Alleyway - bad things happen here - item transfers, etc.
24. Subway station -
25. Coffee shop - more food/energy/caffeine
26. Hotel - sleep = more energy
27. Theme Park - have fun? find victims
28. Library - great spot for a chasing scene - lots of shelves and hiding spots
29. Diner - food
30. Desert - avoid this room - will drain your energy and water/food levels