**Room descriptions**

1. The Lawn:

* There is no escaping now! The lawn is home base for all players. You are surrounded by thousands upon thousands acres of dead grass and trees. Daylight does not exist in this area and anything can happen. There is only one way out. Find the key and enter the Murder Castle. You can stay but your chances of survival are slim to none. Do yourself a favor if you’re on the lawn, leave at once and save yo ass.
* adjacent rooms: North – Murder Castle
* Initial items: key to murder castle

1. Secret Room:

* Map description: Sorry, the contents within this room are confidential. You have to play the game and explore it yourself.
* Game description: Safe Zone replenish health.
* Adjacent rooms: North – Abandoned Factory
* Initial items: Confidential!
* for the game it will have power ups

1. Murder Castle:

* Map description: Sorry, the contents within this room are confidential. You have to play the game and explore it yourself.
* Game description: Safe Zone replenish health.
* Adjacent rooms: North – Abandoned Factory

East –

South-

West -

* Initial items: Confidential!
* for the game it will have power ups

1. Casino - sit back and relax, make/lose money
2. Mansion - break in, search for items/money/victims
3. Hannibal’s 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. Pool -
13. Train - travel to a faraway place
14. Plane - travel to a faraway place
15. Paris - faraway place 1
16. Spain - faraway place 2
17. Dubai - faraway place 3
18. Woods - do creepy things here - idk
19. Submarine - travel discreetly
20. Abandoned Factory - more creepy stuff here
21. Court room - uh oh, someone's in trouble - step 1 of losing
22. Dark Alleyway - bad things happen here - item transfers, etc.
23. Subway station -
24. Coffee shop - more food/energy/caffeine
25. Hotel - sleep = more energy
26. Theme Park - have fun? find victims
27. Library - great spot for a chasing scene - lots of shelves and hiding spots
28. Diner - food
29. Desert - avoid this room - will drain your energy and water/food levels
30. Bank - get more money - rob bank if you're bad?

Scene Rooms vs Trapping Rooms

everything else jail

court

desert?

In trapping rooms, you can't leave, you can't pickup items, so you either get out by chance (maybe random generation?) or you die there.