For each room we need:

List of items that can be picked up and their functions when used

List of items (activities) in the room that are immovable and their functions

A short description of each room (flavour text)

Win condition

Flavour text:

**South**

“This room loosely resembles a bedroom”

**Central**

“You enter a large, empty room. There are doors in each direction”

**North**

“This room is filled with boxes and shelving”

**East**

“This room has pieces of machinery adoring its walls”

**West**

“This room appears to be a library”

Items:

**South:**

Oil can – unlocks door

Plastic fish – dud “red herring” “An exquisitely crafted plastic fish. It is red in colouration and appears to be a herring.”

**West:**

Pen – “This appears to be an ordinary pen”

Paper – returns the mystery message “There is a sentence written on the paper with words missing:

"The \_\_\_ is in the \_\_\_\_ of the \_\_\_\_\_."

The key is in the base of the chair

Book\_1 – painting

Book\_2 – drawer

Book\_3 – book

Book\_4 – paper

Book\_5 – “The word “**key**” is highlighted”

Book\_6 – note

Book\_7 – desk

Book\_8 - **base**

Book\_9 – clock

Book\_10 – pen

Book\_11 – knife

Book\_12 - **chair**

Knife – to use with chair “Fairly blunt but sharp enough to cut fabric”

Key – for unlocking north room “I wonder where this is from?”

**Central:**

Bucket – dud “now gonna make a mess” “I probably should have left this where it was…”

**East:**

Screwdriver – access after toolbox “A standard flat-headed screwdriver”

**North:**

Wrench –“Metallic and heavy!”

Hazmat – option to put on “Squeaky! The badge even has your name on it! Would you like to try it on?”

Gloves – option to put on “These are a pair of heavy-duty insulating gloves. Would you like to put them on?”

**Activities:**

**West:**

Clock – returns time when examined / time gives correct books “The clock has stopped. You have no concept of time in the bunker. It is always 8:00:25 down here.”

Picture – gives player the **knife** “The painting depicts a coastal landscape with the sun setting on the horizon. You notice it sits apart from the wall. Would you like to examine further?”

“Taking the painting off the wall, you notice an object taped to the back. It appears to be a knife. Would you like to take it?”

Desk – Gives access to **pen** / **paper** “On the desk you see some paper and a pen. Something has been written on the paper.”

Chair – examine without knife just description. If in possession of knife, option to cut open to get key

“You see the chair is wooden with a red leather seat. Would you like to take a seat?”

If yes: “The chair is comfortable. You take a short rest before continuing your search.”

“You see the chair is wooden with a red leather seat. Would you like to attack it with the knife?”

If yes: “You use the knife to cut open the leather. Amongst the stuffing you find a silver key.”

Bookshelves – adds **books** 1-12 to room item array “There are books on the shelf numbered 1–12.”

**Central:**

Locked\_Door

Pipes – burns on touch [-1 HP]

Stairwell – Gives access to control panel (win condition)

Control panel – win condition / asks for code / doesn’t work without power

**East:**

Power switch – turns on power / hurts player if not wearing gloves

Water purification station – returns description

Toolbox – returns description “too many screwdrivers and nails… nothing useful”

**North**

Vent – need screwdriver – gives hazmat

Heavy box – hurts player “daily mail = toilet paper”

Shelving – Description