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”

**West:**

Pen – dud

Paper – returns the mystery message

Book\_1 – each returns a passage from the book

Book\_2

…

Book\_1

Knife – to use with chair

**Central:**

Bucket – dud “now gonna make a mess”

**East:**

Screwdriver – access after toolbox

**North:**

Wrench

Hazmat

**Activities:**

**West:**

Clock – returns time when examined / time gives correct books

Picture – gives player the **knife**

Desk – Gives access to **pen** / **paper**

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

Bookshelves – adds **books** 1-12 to room item array

**Central:**

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 desciption

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