Design Specification

1. Name of Object Rat
2. Type of Object NPC, Thing, Actor
3. Inheritance (if any)
4. Description/function The rat can give you clues if you talk to it
5. Location JailCell
   1. Rooms:
      1. Map level
      2. Connections to other rooms
   2. Objects:
      1. Starting location JailCell
      2. Destination LeatherPouch
6. Name of originator Mitch Roberts
7. Date 10/8/2016
8. Origin
   1. Customer Request
   2. Required by Internal Standards
   3. Required by Contract/Government Standards
   4. Development Created object, Made it possible for character to talk, Created Hello Topic, ask Topics, and initiate Topic (Topics can be added as development progresses). Programmed an Accompanying State so character will travel with player character.
9. Discussion
10. Requires Modification to Standards manual?