**Planning**

While my plans for the game itself did not change much, the class structure I took for items and obstacles did. While the original plan was to have all items, obstacles, and enemies under one abstract class called ‘Interactable’, it was clear this would not work well once I had to start creating new methods in enemies and objects like doors. This caused me to split items and obstacles into their own base classes for other classes to inherit, as well as a separate class entirely for enemy.

Trying to do both the game and the editor at the same time was also a chore, as anything I needed to add into the game, such as variables for the classes that I did not anticipate needing, would need to be reflected in the editor, which caused a lot of back and forth, taking up time.

If I were to do this again, I would stop working on the editor when I know I can export the file between it and the game and finish the editor once the game is functional.

The map has not changed much, though I removed a couple of locations as I felt that they didn’t really add anything (Cabin cellar) or could be combined into one location (Camp and Ruin Entrance). I also added a new location at the end.

**Overview**

Your friend has gone missing after going to explore an abandoned mansion alone. You have decided to go after him. After arriving to the mansion, you will explore the mansion for clues of your friend’s whereabouts. You will soon stumble upon a mysterious door which will bring you to another world, where you will find your friend.

You first need to get to the cellar, but trying to go straight to the cellar will only lead to your death, as the stairs leading down is dark and deteriorating. Not safe overall.

You need to explore the mansion to find the key to the library closet, where the torch will be that will light your way in the cellar. There are other items you can grab such as the note in the library and letter in the bedroom, but these are not required to beat the game.

Once you manage to get to the cellar and the mysterious room, there is a puzzle door you must get through. The clue to this door is the note in the library, as well as the structure of the puzzle door itself.

After opening the door, you can then go into the mysterious world. You need to keep pushing deeper into this world until you find a cabin. There is a weapon in that cabin, you will need it. Continue pushing forward until you reach the ruins entrance and camp. There are bombs and rope in the camp, you will also need these.

Keep pushing until you come across a skeleton. This skeleton will kill you if you do any action other than attack (I don’t consider commands LOOK, INVENTORY, and SAVE to be actions, nor do I consider failed commands to be actions).

You then need to use the bomb to clear the path to the cliff, as well as use the rope of the cliff to go down it. You then need to grab your friend and move back through the world to the mansion. You will be stopped by a minotaur. Same rules apply as the skeleton.

After that, you win!

**Instructions**

**Quickest way to death:**

1. open door
2. move north
3. move west
4. move south

Congrats! You’re dead.

**To beat the game:**