

TECHNICAL DOCUMENTATION

```
def wait_for_choice(info, error = "Invalid choice", choices =
[item['name'] for item in game_state["current_room"]["items"]]):
    """
    The wait_for_choice function prompts the user to make a choice from a
    predefined set of valid options.
    It displays a message (info) to the user, waits for their input, and
    checks if the input is in the list of valid choices.
    If the user enters an invalid option, an error message is shown and
    the prompt is repeated until a valid input is given.
    It returns the user's valid choice.

    Parameters:
    info (string): The message displayed to the user, asking them to make
    a choice.
    error (string): The error message shown if the user inputs an invalid
    option (default: "Invalid choice").
    choices (list): The valid options the user can choose from (default:
    ["yes", "no"]).
    """

def examine_item(item):
    """
    The examine_item(item) function allows the player to examine a
    specific item in the room.
    It prints the description of the item and, if the item contains any
    keys,
    it adds them to the player's inventory and informs the player of
    this.
    """

def examine_item_prompt():
    """
    The examine_item_prompt() function allows the player to choose an
    item in the current room to examine.
    It prompts the player to select an item from a list of items
    available in the room, making sure that the choice is valid.
    Once a valid choice is made, the chosen item is passed to the
    examine_item() function,
    which reveals more details about the item and if there is any a
    key, its added to the player's inventory.
```

```
def open_door(door):  
    """  
    """  
    This code checks if the player can move from one room to another by  
    opening  
    a specified door. It iterates over potential transitions for the  
    door,  
    verifying that the player has the required key in their inventory  
    and is in the correct starting room.  
    If both conditions are met, the player's current_room is updated to  
    the destination room,  
    and a message confirms the move.  
    If not, it informs the player that the door cannot be opened.
```

```
def start():  
    """  
    The start() function initializes the Escape Room game. It begins by  
    prompting the player with a yes/no choice to  
    confirm if they want to play the game. If they choose "no," the game  
    ends immediately.  
    If they choose "yes,", player is automatically exploring the room and  
    the main game loop starts to ask  
    the player to examine items or doors until they successfully exit the  
    house and win the game.  
    """
```