- Login to **replit.com** with the login provided.

You can pick up and carry objects, and drop them somewhere else.
You can use objects, like keys, to get from one room to another.

- ***Objects*** *can be picked up and carried.*

  You see a key, pick it up.
  You see a power gem, pick it up.

  1. Load a **script** at the top of each page:

  <script src="script.js"></script>

  2. Add a couple of lines to look around and see what objects are in the room.

     Use **look**() with the name of your room.

  <div id="ROOM_NAME"></div>

  <script>look("ROOM_NAME")</script>

  3. Let your teacher know what objects you need so they can be added to objects.json and start.json.

  This creates a button for every object you can see in the room (you can pick it up) or are carrying (you can drop it).

- **Objects** *can be used to **unlock** links to other rooms.*

    1. You already have **anchors** (**a** for "anchor") to connected rooms including a hypertext reference (href) for the room.

        e.g. **`<a href="room.html">go north</a>`**

    2. To unlock the link when you are carrying something like a key, add **must_have**(this, KEY_OBJECT); return false

        e.g. **`<a onclick= 'must_have(this, "a key"); return false'`** **`href="room.html">go north</a>`**

        - You can also make the key something that's in the room, with: **must_have**(this, KEY_OBJECT, ROOM); return false
        - You can also make the key something that's **NOT** in the room: **must_not_have**(this, KEY_OBJECT, ROOM); return false

        For example, you might not be able to pass a pit of lava.

        - If you must be carry lots of objects at the same time (like Marvel's infinity stones), use a comma-separated list with square brackets: **[**"a time gem"**,** "a power gem"**,** "an eternity gem"**]**