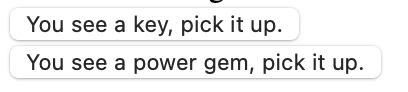
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# Adventures on the Web

## 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.*

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

**<script src=”script.js”></script>**

1. 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>**

1. 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”**]**