

1. 火車誤點
2. 買票 (DB app)
3. 火車站HBF
4. 坐哪一班車
5. 怎麼看billboard
6. 按鈕
7. Additional: brezel, apfelschule, franzbrötchen
8. W- markt. Gluhwine. ??

結合語言

- 1/ Meet, intro
- 2.1/ Which train, DB app: search interface
- 2.2/ Type of trains, tickets (d-ticket, youth ticket),
- 3/ (Bus) to "Hauptbahnhof"
- */ Hungry, bread
- 4/ Billboard, platform, double check direction and line, delay or not (billboard bold size)
- 5/ Get on the train, button.
- 6/ Unexpected but unsurprisingly, an accident happened and need to switch. Get off the train - button - test start!
- 7/ Student's turn. Routine: Check timetable and buy tickets on app - go to the right platform.
- 8/ xmas market.

TASK:

- 1/ engine API integrate LLM. (Check)
- 2/ Gameplay plot. Story. Options, branches. (Together)