**McNoodlesFunctions.c**

#include "stdafx.h"

#include "McNoodlesFunctions.h"

#include "GameState.h"

#include "GameFlags.h"

#include "Item.h"

typedef struct WorldData WorldData;

/\* Build a "gold piece" object \*/

Item\* Mcnoodles\_Build()

{

return Item\_Create("mcnoodles", "This derelict McNoodles™ restaurant has long been picked dry by scavengers. You're not too disappointed. Even though their noodles are soaked with enough preservative to have an expiration date long past the heat death of the universe, you never liked them anyway. You doubt even a dog would eat them.\n", false, NULL, NULL, NULL);

}

**McNoodlesFunctions.h**

#pragma once

typedef struct Item Item;

/\* Build a "gold piece" object \*/

Item\* Mcnoodles\_Build();

**CarFunctions.c**

#include "stdafx.h"

#include "CarFunctions.h"

#include "GameState.h"

#include "GameFlags.h"

#include "Item.h"

typedef struct WorldData WorldData;

/\* Build a "gold piece" object \*/

Item\* Car\_Build()

{

return Item\_Create("car", "A fancy, high-end sports car, sadly covered from rust from bumper to bumper. It reminds you of your old car that you'd go outside and spend all day admiring in a voice loud enough for your neighbors to hear. You miss your car.\n", false, NULL, NULL, NULL);

}

CarFunctions.h

#pragma once

typedef struct Item Item;

/\* Build a "gold piece" object \*/

Item\* Car\_Build();

**Rooms (To paste in WorldDataFactory.c)**

Room\* Room6\_Build()

{

/\* Pre-declare a room pointer which we will use to build the new room \*/

Room\* room;

/\* Create the room

include an initial room description \*/

room = Room\_Create("You see the remains of an old asphalt road. A ruined car is parked on the curb.\n");

/\* Exits

add one or more exits to allow navigation between rooms \*/

Room\_AddRoomExit(room, "north", 3); /\* 1 = the room index this exit connects to \*/

Room\_AddRoomExit(room, "east", 7);

Room\_AddRoomExit(room, "west", 5);

Room\_AddRoomExit(room, "south", 9);

/\* Items add items to the room \*/

ItemList\_AddItem(Room\_GetItemList(room), Car\_Build());

/\* Return the new room \*/

return room;

}

Room\* Room7\_Build()

{

/\* Pre-declare a room pointer which we will use to build the new room \*/

Room\* room;

/\* Create the room

include an initial room description \*/

room = Room\_Create("There's a McNoodles™ restauraunt built here. And just when you got their stupid jingle out of your head...\n");

/\* Exits

add one or more exits to allow navigation between rooms \*/

Room\_AddRoomExit(room, "north", 4); /\* 1 = the room index this exit connects to \*/

Room\_AddRoomExit(room, "west", 6);

Room\_AddRoomExit(room, "south", 10);

/\* Items add items to the room \*/

ItemList\_AddItem(Room\_GetItemList(room), Mcnoodles\_Build());

/\* Return the new room \*/

return room;

}