# Assignment 4 – plan

## Characters

At least 5 npcs.

Main character – Alice

* Hunger increases with time, and once it reaches 15, you start taking damage at 1 health/3 seconds
* Health is 15

## Rooms

5 – all with at least 1 entrance and 1 exit. A room with 3 ways in/out

At least 1 safe room where you can store items.

* Alice enters a strange hallway with many locked doors and finds a bottle labeled “Drink Me”, which makes her shrink.
  + She eats a cake labeled “Eat Me”, which makes her grow excessively large.
  + This will be the room with more than 3 exits. It will link to 3 other rooms with will connect in turn to the other rooms
* Some rooms need a size requirement to get through the door.

## Items

At least 12 interactable items.

* Bottle to make here shrink
* Cake to make her get big

## Objective

Get out of wonderland – need a special treasure to do so.

## Random encounters

Can be an event or an encounter that is randomized.

## Inventory

7 slots

Must be able to drop, carry and use items.

## Required classes

Game (Main class)

Location (Rooms and navigation)

Character (NPCs and interactions)

Item (Objects the player can use)

Inventory (Stores player’s collected items)

Action (Handles user commands)

Control (Processes user input and updates the game state)