|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Hall  Flashlight  E,S | Storage  Crowbar  W,S | Blocked  Tunnel | Blocked  Tunnel | Blocked  tunnel |
| Blocked  tunnel | Control Battery  N,E,S | Bunks  Medkit  W,S | Blocked  Tunnel | Blocked  Tunnel |
| Blocked  Tunnel | Shaft  NPC:  Survivor  N,E | Kitchen  Toolkit  N,W,S | Blocked  Tunnel | Blocked  Tunnel |
| Blocked  Tunnel | Blocked  Tunnel | Hazard  Radiation:Haz  N,E | Armory  Radio  (Crowbar) | Blocked  Tunnel  W,S |
| Blocked  Tunnel | Blocked  Tunnel | Blocked  Tunnel | Blocked  Tunnel | Exit  Radio  N |

**Legend**

* Locations: 9 visitable rooms (Hall, Storage, Control, Bunks, Shaft, Kitchen, Hazard, Armory, Exit).
* Items: Flashlight, Crowbar, Battery, Medkit, Toolkit, Radio (requires Crowbar in Armory).
* NPC: Survivor in Shaft (clue: "Radio’s in the Armory, need to break a crate.").
* Hazard: Radiation in Hazard (requires hazmat suit).
* Exits: N (North), S (South), E (East), W (West) indicate valid movements.
* Blocked Tunnel: Inaccessible cells to fill 5x5 grid.

**Bunker Escape Game Map**

**Map Overview**

The game is set in a 5x5 grid representing an underground bunker. It includes 9 visitable locations with simple names, each with unique descriptions, items, or interactions. The objective is to find a Radio in the Armory and use it at the Exit to send a distress signal. Other cells are blocked tunnels to maintain the grid structure.

**Locations**

1. [0,0] Hall:

* Description: "A dim hall with rusty walls. A flashlight sits on a table." (After pickup: "A dim hall with rusty walls.")
* Item: Flashlight
* Connections: East ([0,1]), South ([1,1])

1. 2[0,1] Storage:

* Description: "A messy room with shelves. A crowbar is by a crate." (After pickup: "A messy room with shelves.")
* Item: Crowbar
* Connections: West ([0,0]), South ([1,1])

1. [1,1] Control:

* Description: "A room with flickering monitors. A battery is on a desk." (After pickup: "A room with flickering monitors.")
* Item: Battery
* Connections: North ([0,0], [0,1]), East ([1,2]), South ([2,1])

1. [1,2] Bunks:

* Description: "Old bunk beds, empty. A medkit is under a pillow." (After pickup: "Old bunk beds, empty.")
* Item: Medkit
* Connections: West ([1,1]), South ([2,2])

1. [2,1] Shaft:

* Description: "A tight shaft with wires. A survivor mutters about a radio." (After interaction: "A tight shaft with wires. The survivor is quiet, done talking.")
* NPC: Survivor (clue: "Radio’s in the Armory, need to break a crate.")
* Connections: North ([1,1]), East ([2,2])

1. [2,2] Kitchen:

* Description: "A messy dining area. A toolkit is on a counter." (After pickup: "A messy dining area.")
* Item: Toolkit
* Connections: North ([1,2]), West ([2,1]), South ([3,2])

1. [3,2] Hazard:

* Description: "Signs warn of radiation. You’ll die without a hazmat suit."
* Hazard: Radiation (game-over unless mitigated, assumed hazmat suit for simplicity)
* Connections: North ([2,2]), East ([3,3])

1. [3,3] Armory:

* Description: "A locked room with racks. A radio is in a crate (needs crowbar)." (After crowbar use: "A locked room with racks. The crate is broken, empty.")
* Item: Radio (requires Crowbar)
* Connections: West ([3,2]), South ([4,4])

1. [4,4] Exit:

* Description: "A communication station with an antenna. Use the radio to signal for help." (After radio use: "You sent a distress signal! You win!")
* Objective: Use Radio to win
* Connections: North ([3,3])

**Inaccessible Locations**

* All other cells (e.g., [0,2], [1,0], [2,0], etc.) are described as: "Blocked tunnel, you can’t pass."
* These ensure the 5x5 grid structure but are not counted as visitable locations.

**Gameplay Instructions**:

* Navigate the bunker using compass directions: North (n), South (s), East (e), West (w).
* Use commands: “pickup” to collect items, “inventory” to list items, “interact” to talk to the NPC, “use” to activate the Radio at the Exit.
* Collect items to solve puzzles (e.g., Crowbar to open a crate in Armory to get the Radio). Other items (Flashlight, Battery, Medkit, Toolkit) enhance the narrative but are not required.
* Interact with the Survivor NPC in Shaft [2,1] for a clue about the Radio’s location.
* “Use the Radio at Exit [4,4] to send a distress signal and win the game.”
* Avoid the radiation hazard in Hazard [3,2] to reach the Exit. For simplicity, assume you have a hazmat suit to pass safely; without it, you die (game-over).