**Game State**

Current room;

Roomstate[numRooms];

Isroomunlocked[numrooms];

Inventory;

**Data Structures**

Struct Inventory

{

int numItems;

struct \* item item0;

struct \* item item1;

struct \* item item2;

struct \* item item3;

struct \* item item4;

struct \* item item5;

struct \* item item6;

struct \* item item7;

struct \* item item8;

struct \* item item9;

}

Struct item

{

String name;

String description;

Int count;

}

Struct room

{

Struct \* room prevRoom;

Struct \* room nextRoom;

Bool unlocked = 0;

Struct \* item item1;

Struct \* item item2;

Int roomState = 0;

Bool interaction1 = 0;

Bool interaction2 = 0;

Bool interaction3 = 0;

String description1;

String description2;

String description3;

}