

All textual data of the game will be stored in a JSON file as shown below. In-game dialogue and prompts will be stored as strings to pull from in the source files, as well as map, game world and character data.

Everything is 100% customizable in the game with this JSON configuration.

There will be minimum 8 rooms with 10 game objects used to interact with the game world.

Each room has messages involved with going into it for the first time, and different messages for each subsequent time going into that room. Different actions will trigger different messages.

```
{
  "gameTitle": "",
  "gameCredits": "",
  "gameIntro": "",
  "room": [
    {
      "id": 1,
      "name": "Courtyard",
      "startRoom": true,
      "adjRooms": {"N": 1, "S": 2, "E": 3, "W": 4},
      "firstMessage": "",
      "secondMessage": ""
    },
    {
      "id": 2,
      "name": "Foyer",
      "adjRooms": {"N": 1, "S": null, "E": 4, "W": 3},
      "firstMessage": "",
      "secondMessage": ""
    },
    {
      "id": 3,
      "name": "Armory",
      "adjRooms": {"N": null, "S": null, "E": 2, "W": null},
      "firstMessage": "",
      "secondMessage": ""
    }
  ],
  "items": [
    {
      "id": 1,
      "name": "",
      "firstMessage": "",
      "secondMessage": ""
    },
    {
      "id": 2,
      "name": "",
      "firstMessage": "",
      "secondMessage": ""
    },
    {
      "id": 3,
      "name": "",
      "firstMessage": "",
      "secondMessage": ""
    }
  ],
  "character": [
    {
      "name": "Evander",
      "health": 5
    },
    {
      "name": "Orion",
      "health": 5
    }
  ],
  "messages": [
    {
      "1": "",
      "2": "",
      "3": ""
    }
  ],
  "movement": [
    {
      "left": ["l", "left", "w", "west"],
      "right": ["r", "right", "e", "east"],
      "up": ["u", "up", "n", "north"],
      "down": ["d", "down", "s", "south"],
    }
  ]
}
```