**PROBLEMS TO FIX IN SPOOKYGAME!**

Fixed problems are highlighted

**Dungeon:**

SCRIPT NEEDS TO BE RUN ON THE DUNGEON AND HUB SPACES TO BE EXTRA INFO IS STILL MISSING (MOSTLY FIXED I THINK)

**HUB AREA:**

SPACE 7: Must implement for north, south and west for after the windows close.

SPACE 9: Must implement for all directions after windows are closed.

SPACE 11: Must implement for south after grabbing lantern

SAPCE 15: Must implement for west after grabbing lantern

SPACE 19: Must implement for north, south and west after grabbing lantern

**KITCHEN AREA:**

SPACE 25: need to implement the trap

SPACE 31: need to implement instagib trap

SPACE 43: need to either implement death by butcher as being off the trail for too long or implement something else in its stead

SPAXE 45: nned to implement trap space

SPACE 50: need to implement death as player is off blood trail for too long.

SPACE 72: need to implement death by butcher as player is off blood trail? Not too sure.

SPACE 86: need to implement instadeath trap here.

**NURSERY:**

SPACE 6: need to implement dim and bright west for illuminated boys text.

SPACE 7: need to implement dim north and west, and bright north and west for before you have originally spoken to the boy

SPACE 8: need to implement dim north, east and west, and bright north, east and west before you have originally spoken to the boy.

SPACE 9: need to implement bright north and east for before you have originally spoken to the boy.

SPACE 13: need to implement dim south and west and bright south and west for before you have originally spoken to the boy.

SPACE 18: need to implement dim south and west and bright south and west for before you have originally spoken to the boy.

SPACE 19: need to implement dim east, south and west, and bright south and west for before you have originally spoken to the boy.

SPACE 25: need to implement dim and bright east if you are looking for the boy here.

SPACE 33: need to implement dim and bright west if boy is hiding here

SPACE 61: need to implement dim and bright north if the boy is hiding here.

**LIBRARY:**

SPACE 4: need to implement trap space for one time only.

SPACE 16: an oil space?

SPACE 21: are dim and bright west not supposed to have text?

SPACE 32: isn’t a real space, it’s a trap. It will push the player back 2 spaces. It should only tell the player that they have been pushed, but not how far.

SPACE 43: is bright west supposed to have text?

SPACE 46: oil space?

SPACE 50: insta death trap space

SPACE 55: is dim and bright west supposed to have text?

SPACE 58: Trap space of instant death.

SPACE 61: oil space?

SPACE 71: Trap space. ONLY HAPPENS ONCE, IF POSSIBLE. You accidentally stumble into the bookshelf. The wood on the shelf is rotting away, and then it collapses on top of you. The lantern is knocked out of your hands, and rolls away leaking oil out onto the floor. You pull yourself out of the rubble, and stand up.(Player is now in space 74, one space southeast of space 71. They have lost half of their remaining fuel.)

SPACE 80: trap space

SPACE 85: oil space?

SPACE 97: oil space?

SPACE 99: trap space