(Fun) things to add

Things that don’t work quite right;

* Logo is missing in begin story
* Help action player doesn’t really help (extend story)
* When reached room Door = automatic exit
  + Add choose for leaving or not
    - If leaving, show different exit
    - If not, go back to room Kitchen
* ^ problems
  + For begin story = for questions
  + For rest game = for player chooses
* When exit; different story (same as for leaving though rooms)
* Divide code in different classes for readability

Extra things:

* Extent the story (with logo’s and everything)
  + Some names cannot be chosen (story begins again)
  + Some names affect the game play
* Make logo for player
* Extra chooses at the start apart from name
  + Chooses affect the start settings of the game
  + Man/woman (higher/lower HP, strength, int. different logo)
  + Age (different logo)
  + Fears (are you afraid of ghosts?) (higher/lower stress level rise or fall)
* Finding things in the house you can pick up
  + Items, weapons, money, etc.
  + Later dynamic
* Add new actions player can do
  + view inventory, etc
* HP bar, stress level, strength, int or something
  + HP; depends on begin choose
    - higher if health potion or something, lower when fighting ghost
    - When 0, game ends (dead)
  + Stress level; Depends on begin choose
    - higher if ghost appears, lower if drug or friendly ghost
    - When 100, game ends (run out of the house)
  + Strength; depends on begin choose (higher when training or winning from fights, lower when higher stress level)
  + Int; depends on begin choose (higher when study or talking ghosts into leaving, lower when higher stress level)
* Ghosts dynamic for rooms (not static ghosts per room)
  + Some rooms cannot have ghosts
* Different kind of ghosts
  + HP, strength, int, aggression level, name
  + Logo per ghost
  + Some kinds cannot be together
  + Some kinds are more aggressive and will attack when you enter the room
  + Some are just nice and want to help
* Actions for ghosts (fight, talk, give, run, look, guess name)
  + Fight: has influence on HP, stress level
  + Talk: maybe talk them into leaving (maybe they can be bargained)
    - Name ghost can be get if ghost is very nice
  + Give: give the ghost something to get them to leave.
  + Run: go to a random different room
  + Look: examine the ghost (HP, strength, aggression level etc)
    - Depends on int level
    - Name cannot be seen this way (EVER)
  + Guess Name: if name is guessed, ghost leaves immediately
* A map of the house depending on where you have been before.
  + Number of ghosts in room visible (and go away when they leave)
  + Add directions (if Look action is done in the room
  + Show exits (if found)
  + Where are you?
  + Look action:
    - If you were already there, show room name
  + Ways to go per room + name of the room
* Timer for gameplay (1 min = 1 hour in the game)
  + Highscore (so remember the lasts played games)