**Items and Travel Options**

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Courtyard:

Items -

· Rock, next to building, can be picked up from north and east side of courtyard

· ID Card in car, east side, requires rock or key

· Large log, north side, loss of mobility with log, means stamina runs out early

Travel options -

· Front door—Locked, requires id card

· Windows, also locked, can be smashed

· Cellar doors, creaky but locked, can be broken, but, stairs upstairs are broken, requires creative thinking

· Second floor window—can be climbed but ends up with cuts causing damage and limitations until bandage is applied

Waiting Room:

Items-

-

Travel Options -

Reception:

Items-

Screwdriver

Flashlight

Travel Options -

Waiting room

Storage closet, locked, open with force

Toilet:

items-

Toilet brush

Bandage

Toothpaste

Travel Options -

Waiting room

Misc options:

Mirror (selfie available)

Storage closet:

Items-

Mop

Drain unblocker

Newspaper explaining the kiril’ing

Travel Options -

reception

Hallway:

Items-

Small sunflower kiril

Travel Options -

Morgue—locked from the inside

Stairwell—appears creaky and unstable

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Rooms:

* Reception
* Hallway
* Waiting Room
* Toilet
* Morgue
* Car park

At the start:

(Driving in your car)

You direct the car left to join the winding dirt track that will take you to the isolated hills of ##. The silence and stillness becomes disturbed by the rattling and banging of your beaten car. Despite the painful noise of the vehicle dying, you put your foot down, racing up the track. Seconds later you arrive at the ##. You speed into the car park and skid to a halt, causing the car to finally cut out.

(You get out of the car)

You begin to scope out your location. Cautiously looking around for potential threats and items that may be useful. You see a group of old decaying cars, who have broken windows and open doors. Further along you find an open waste bin ###

(rewritten):

You scope out your location. Seeing the signs of decay all around, you gather that ## has been abandoned, or maybe severely neglected, for quite some time.

Prepared to run if necessary, you start to look around for potential threats and items that may be useful. You see a group of old decaying cars, which have broken windows and open doors. You can spot an open waste bin further along

Potential actions:

* Investigate bin
* Investigate cars

(Enter the Reception)

You are greeted with a sign saying “Welcome to ## “, located above a dusty wooden counter covered in faded leaflets and ripped paper. You peak over the counter to discover a desk chair and open draws. The sound of dripping attracts you, so you move to the corner of the room where you discover a puddle of dark water. You proceed to explore the room and discover an abandoned backpack.

(rewritten):

Entering the room, you are greeted with dizzyingly awful stench and a feeling of dread. You barely make out the words “Welcome to ##" on a worn out sign located above a dusty wooden counter covered in old leaflets and ripped paper. Time has made sure the writing is illegible. The sound of dripping distracts you and looking towards the source reveals a puddle of dark water in the far corner of the room, the smell emanating from there making you gag. You stay away from it.

You spot all the open drawers behind the desk, as if someone had left in a hurry. Looking around, you see an old backpack hanging from the coat hook.

Potential actions:

* Look Through draws
* Look through back pack

(Enter the Toilet)

A nauseating stench of damp hits you like a train as you take a step into the bathroom. The walls and ceiling are caked in mould, making you cautious of possible health implications. You look down to see a cracked toilet fading into the vegetation growing through the walls. A shine catches your eye, you spot that there is a broken mirror above the sink. ###

(Enter the Waiting room)

As soon as you enter this room you notice someone sitting in a chair. You cautiously move towards then, they are sat leant forward so you go pull up their head. As you lift them up, you slowly reveal the face of Kirill. ###

(Enter the Hallway)

You see a long cold corridor with hard oak floor and dark wallpapered walls. You step forwards and the floor begins to creek.

(Enter the morgue)

Horrific thoughts go through your mind as you enter the Morgue, the shine of the gold-plated name tag of “Morgue” on the front of the door stays with you. As you step in, the cleanliness of the floor surprises you. You begin to investigate the room and see 2 cold, white tiled boxes in the middle of the room. As you come closer you begin to assume these are where the bodies once laid. Examining the table, you discover hair caught in the drain on the middle of the table. To the right you see a silver table that still surgical equipment on it.

Possible actions

* Investigate tools

Items that need to be found to make serum

* A lock of Kirill's hair
* Kirills Birth Certificate
* A cut of Flower kirill
* A toe nail cutting
* A photo of Kirills mother
* A tear from the day kirill lost his virginity

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* You start in the parking lot
* From the court yard you can travel to reception (front door), toilet (smash window, morgue (locked)

Court yard:

How to get into building - smash window with rock to get into toilet, find ID card in one of the cars to get into reception, cannot get into morgue as its locked

Reception :

Travel option – hallways, toilet, waiting room

Toilet open , open doors to get into waiting room and hallway

places to search for items and clues - Desk draw, play voicemail on phone.

Items to find : birth certificate

Toilet:

Travel options – reception

Items to find – bin, broken mirror (take sharp object) , toilet brush (weapon), sun shines through window onto a ripped piece of paper, which has key code for waiting room door.

How to get through -Open arch

In and out of door

Waiting room:

Travel options - Reception

How to move between: Unlock key code door with paper from toilet

NPC - Janitor (a kirill)

Items to find: Kirills hair

Storage room:

Travel options - Waiting room

How to move between: Get the key of dead janitor

Items to find: mop juices, Axe, bucket, weed spray

NPC - Rat (Kirill)

Hallway:

Travel options - Reception and morgue

How to move between : When walking down the hall you fall into the morgue

Items to find: Flower Kirill

Morgue

Travel options - courtyard

How to move between:

Items to find : surgical scissors, saw(to cut of a leg to use as a weapon), toe nails of kirill

Unlock door to take you to courtyard

NPC - scientist (a kirill)

upstairs :

Locked until you have all of the items required to make serum

Items for Serum:

* A lock of kirills hair (waiting room)
* Kirills birth certificate (reception)
* A cut of flower Kirill (Hallway)
* A toe nail cutting (morgue)
* Mop juices ( storage room)

Weapons:

* Surgical Scissors, Leg, Toilet brush, axe, weed spray, broken mirror shard

Rat - Runs up your leg and bites your balls

Scientist - Tries to beat you with a leg

Janitor - Tries to bite you

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Korab:

- we need a function that determines the current situation of the player, stating health, and possible hints where applicable in relation to the room the player is in, allowing for valid inputs respective to the stage in the function, the user happens to be in

* We need another function called inspect\_item() - this function takes the user inputs and determines if they want to inspect, or look at an item - thus resulting in a hint, the programme should be able to filter out erroneous inputs and return the correct hints to the user

Courtyard items:

· ID Card - “An ID card, its a bit bent and the picture is faded, but you can see the words “Researcher” and “Access” on it.”

· Large Log - “A big, mossy log. You can barely carry it”

· Rock - “A large and jagged rock, you might hurt yourself with it if you’re not careful”

Reception

· Screwdriver – “You find an old rusty screwdriver, with a blunt end like it’s been used to puncture something

· Flash light – “A heavy black flash light that flickers”

Birth certificate - “You can see a dusty birth certificate torn apart, as you inspect further you notice the name Kirill on the top.”

Desk draw - “A beaten down wooden draw can be found on its last legs in the corner of the room. It’s draws are bent and buckled and easily accessible.”

Toilet

· Toilet brush - “A dirty yellow toilet brush propped up against the toilet in a cracked holder”

· Bandage - “An unused bandage is found in an open first aid box that is spilled onto the floor”

· Tooth paste - “An old and half-filled tube of toothpaste. Minty.”

Bin - “You can see a bin leaking with garbage, maybe there’s something of use in there.”

Broken mirror - “A bright light shines through a broken mirror above the sink and onto a piece of paper lying on the floor, the pieces look sharp enough to be used as a weapon.”

Piece of paper - “It’s an old, dusty piece of paper but as you look closely you can notice a sequence of numbers (42069)

Storage cupboard

· Mop - “A mop. A very wet and stinky mop.”

· Drain Unblocker - “ On the top shelf you find a sealed bottle of drain unblocker”

· Newspaper - “A faded yellow newspaper, with water stains ruining the text”

Axe - “A rusty axe is hanging on the wall. It can probably used as a weapon.”

Bucket - “You see a bent bucket with a lot of holes on it.”

Weed spray - “On the bottom shelf you find an old, used weed spray. It probably has a use.”

NPC - Rat - “You hear tiny footsteps running around you. The rat comes to a stop at the base of your feet and stares at you with completely dead Kirill eyes.”

Hallway

· Sunflower Kirill - “What looks like a normal sundeprived sunflower, you actually discover to be a flower made of Kirill faces”

Waiting Room

NPC - Janitor - “You can see a short man in dirty tattered uniform looking the other way. As you move closer he turns towards you you can see the face of Kirill the legend.”

Kirills hair - “At the base of the janitors feet you can see chunks of hair that is missing from his head.”

Morgue

NPC - Scientist - “An old man in dirty white robes is staring you from the edge of the room. As you look closely you are ‘surprised’ to see the face of Kirill.”

Surgical scissors - “A pair of dried bloody surgical scissors lay on the scientist’s desk.”

Saw(to cut off a leg to use as a weapon) - “Blood stained saw that is still useable, still has its sharp ridges.”

Toe nails of kirill - “You can see a body covered by a dirty piece of ripped cloth on the operating table, the feet of the patient are poking through the sheets and you can see the mangled toenails that are starting to decay. There’s a piece of paper hanging from the body’s toes with the name Kirill.”

Leg - “As you move past the decaying body, the leg is skinny and frail, you can see the bone poking through. Only if there was something sharp to cut it off.”