**Task sheet**

In the game there are 6 rooms: Albert, main corridor, post office, flying tiger, paper store and a pet store.

Your objective is to allocate and catch 3 animals: frog, cat, and parrot.

You spawn in a pet store with an item transport box, which will be used for catching a cat,

From it you can go to the main corridor, which is connected to all other rooms, there you can find a cat manual that tells how to catch a cat.

In a post office you can return a frog, for it you need to speak with an angry postwoman, you can get a frog from her in two ways: by gifting her a plushie or attacking her with a parrot, you can find them in other rooms.

In a flying tiger you can get a free plushie to gift a postwoman.

In Albert hides a cat, to catch it you need to set a trap, consisting of a transport box and meat. You can get meat from a cashier in this room, there are 3 types: ham, sausage and a cutlet, but only with a ham the cat will be caught.

In a paper store hides an artistic parrot that tries to draw himself, you need to help him by giving him pencils of right colors, matching his feathers, then, he will be caught. You can also look at his painting.

After all this you can return to the pet store and a game will be finished

Commands:

Collect – collects the item in a room.

Go – transports you to other room.

Help – displays all the commands.

Inventory – displays all items from inventory.

Quit – quits the game.

Speak – starts a dialogue with a character.

Respond – picks one respond replica in a dialogue.

Use – used to set an item in a room, craft a trap, read a manual, look at a picture and give parrot a pencil.

Room structure

**Diagram

Description automatically generated**