

The Temple of Doom 2

Key	Type	Initial Value	Description
game status	String	"playing"	Whether the game is in process ("playing") or has ended ("won", "lost", "quit")
location	String	"Entrance"	Where the player is in the temple
Has snake bite	Boolean	False	Whether the player has been bitten by a snake or not (the player will activate a trap if he/she is bitten)
Has whip	Boolean	False	Whether the player has a whip or not (the whip allows the player to get pass the broken bridge)
Has amulet	Boolean	False	Whether the player has the amulet or not (the amulet is has inscriptions the player uses to obtain the ancient artifact and win)
Has antidote	Boolean	False	Whether the player has an antidote or not (the antidote cures snake bites)