

# GRIDS AND GRIME

Room numbers are labeled horizontally, similar to the periodic table of elements.

In the future, if the project gets enough support, the map will be extended from room 10.

To develop the idea further, I need your suggestions - All are welcome!

Items in the game that have no use yet (coins and potion) are explained in `resources/items.txt`

## Map of v1.0 (development stage)

▲ introduction() and room1() are the same, but they have a different message.

$x$  in `room $x$ ()` -  $x$  is the room number, found in the top corner of each tile on the next page.

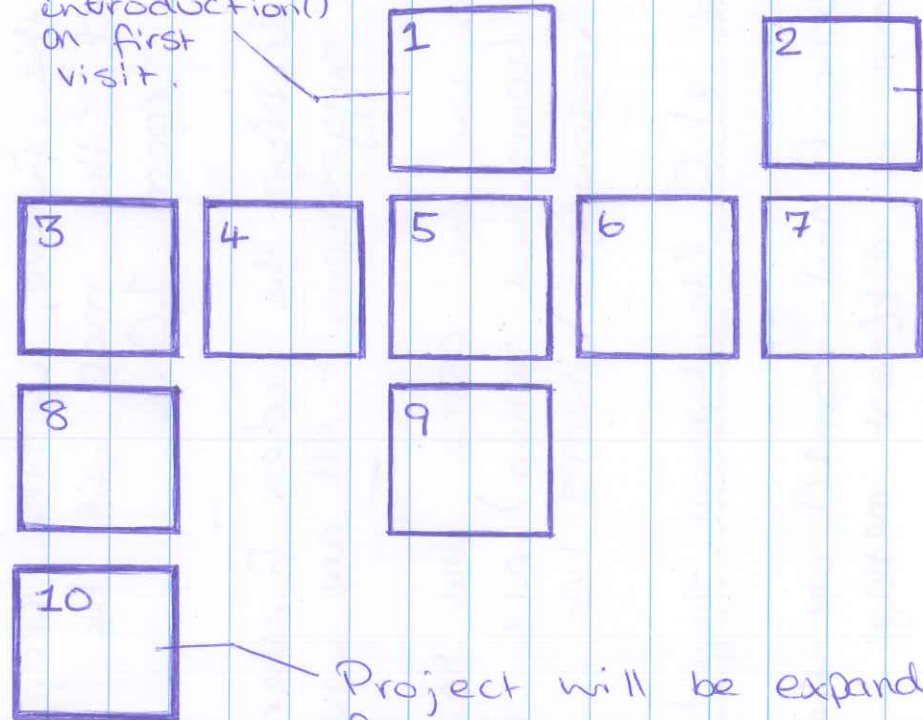
Turn overleaf for a plan view of the development map. (v1.0)

by PythonGatis

Top of Plan

Start Point

Shows the  
introduction()  
on first  
visit.



Dead End.  
The game has  
lots of real  
herrings.

Project will be expanded  
from here.