Items:

* Bacon
* Kebab box
* Flyer
* Keys

people:

* Rick
* Morty
* Pub\_runner
* Club\_Rep
* Kebab \_shop\_worker
* Summer

(“Any of what looks like code is not working code, it is pseudo code”)

Room [“0”: “Apartment”]

You awaken in a horrid state, to find that the room around you is littered with rubbish and debris, from what feels like a distant dream. You stumble to your feet clutching your head with your hand. Struggling to re-call of what had happened the night before. But nothing comes to fruition. You hear a bestial growl. Upon looking toward, the direction of the noise. Your eyes stop at the table. You notice that your friend Rick is laying there hungover, with a bottle of Budweiser in his hand and drool hanging from his mouth.

Your stomach rumbles in accordance to the consumption of alcohol. You stare blankly around the room and at the kitchen area. For answers as to what has happened and what to do.

Use the move function and update it in accordance with the game we are making, also edit the variable to different names and descriptions.

OPTIONS:

Cook food? (Upon doing this it will prompt the player that food has been cooked and that the next bit has come to light, however upon leaving room and returning we must have it so that the “Friends” line is re-said until the next fragment is reached.

Leave Room? (Will allow you to go to next area even without cooking food, however next fragment will not be accessible till last one is accessed)

If current\_room and cooked bacon = True:

Print(memory[“room”])

Room[“0”[story\_cont [1]] is True

When bacon is cooked story:

Your friend, slumps off of the table. And gracefully places the bottle of Budweiser on the sofa…upside down... after what feels like the start of a zombie-apocalypse, your friend slowly walks towards the kitchen chasing the smell of the heavenly scent of bacon. Upon him reaching the kitchen area, he stretches his body. And lets out a dreary groan. Looking at him more closely, the drool is splattered over his face and upon closer inspection of his face... you see a drawing of what is the male human genitalia and the words Rick’s stick.

He greets you with a “hey man, you cooking some bacon? C’mon you got give ya hanging mate some”. Upon giving him a terribly cut sandwhich, you ask if he recalls anything from last night? To which he responds whilst rubbing the sandwhich against his head in ponder, “I only re-call us being with Morty last night, might want to ask him mate”.

Room[“1”: Morty’s Place”)

---When the bacon isn’t cooked---

Upon reaching Morty’s house, you knock on the door and wait a couple of minutes. You hear nothing except for the voice in your head saying one thing… “Where is he?” … upon waiting for a sign nothing is happening and your starting to look strange standing outside your friend’s house for a while now half hung over still.

----When the bacon is cooked---

Upon reaching Morty’s house, you knock on the door and wait a couple of minutes. You hear Morty, shouting “WAIT! A MIN!?” and a series of thuds following from behind the door. After a couple of seconds of silence, you raise your hand to knock once again and as your hand is abouts to meet the wood of the door. It swings open. Morty, who stands before you in all his elegance… with his shirt half over his head and his jeans on one leg. He subtly says to you, “ Heeeeey!! Whats up man!? From what I recall you guys were pretty crazy last night. Oh you look like you’ve lost your jacket mate? Well from the portion I remember you had it in The Taf, might want to go check there”

OPTIONS:

The Taf

Back home

The coding Is similar to earlier, the only difference is that, we restrict the player from accessing things that shouldn’t be allowed, so basically there shall be an if statement which loads different parts of the story depending whats happened, of course no progress can be truly made until that player has done the other stuff.

----when previous conditions have not been met---

Room[2:”The Taf”]

You look around in sheer confusion as to why no one is here, you approach the bar and you see no one is around. Your conscious tells you “Now is your chance to drink as much as you want!” but then stomach feels irritable on account of last night’s session. So you walk away from the bar and inspect the rest of the place. However you have no luck in seeing anything important.

-----When conditions are met-----

You enter the Taf, with pride in feeling like you totally owned this place last night. Although a breeze of shame seems to have crawled up your spine. Walking now towards the bar you notice a member of staff just stood there, you walk up and ask them “Have you seen my jacket around here?”. To which they promptly say,” OH! ITS YOU!? THE LEGEND WHO SMASHED LIKE 15 Jaegar Bombs in 5 mins! You were pretty impressive, can’t believe you were still partying after all that! Oh and your jacket is under the pool table”.

OPTIONS:

----Take Jacket--- This won’t be accessible till all other conditions are met and when added to inventory it shall add also another item which will be the flyer, which helps you go onto the next location i.e. PRYZM

Go Pryzm

Go Morty’s place

If story\_cont[1] = true:

Then player move to the next room with the story continuing

Else

Then player moves into the next place with the no access to accessing a memory

Ideas:

Okay so for this section it seems just stupid, getting a jacket and also at the exact same time receiving the flyer which tells you where you went. So I mean We could just remove it as an item from the actual Interactive list, unless you want it so that once the flyer is entered to the inventory you have to examine it to allow for the next areas conditions to be probably met… Will need your input for connections.

Room[3:”PRYZM”]

----- when conditions are not met ----

Upon walking up to the club, looking the bouncer straight in the face, with the best line you could think of for you getting into the club for free. The bouncer says to you, “mate, I don’t know what your problem is, but due to the code. Can’t let you any further into the club”. Now stood at the entrance of the club, you can only but feel two things…. Regret and cold.

--- when the conditions are true----

Upon walking up to the club in your jacket looking the most boss you can be, turning to what feels like an adoring crowd as you walk down the road. When…really theres not much of a crowd… it’s just the self-satisfaction of how well you’re doing going to your head… and you probably look like a pretentious dick to some of them. Just saying how it is… Anyway.

You approach the bouncer; you raise your hand for a fist bump. He fist bumps as you raise it to him. You then say to him, “aaah bouncer you druggo, how you doing?”. To which he replies,” nah yeah, yeah nah. Doing great mate. Just been working all night, you know?”. You then utter to him, “yeah man, I hear ya’. Worlds tough you know?”. He then smacks you in the back with approval, “Mate you know exactly! look you seem busy… so you can get in for free this time yeah?”. In appreciation, you humbly say “Mate you are a legend, I owe you one!”. He turns to t1he cashier, “Sally let this bloke in, his alright”. She nods with a sigh.

You carry on in, as you get to the main room. There is a woman sweeping up glass from the floor, she turns to you, “oh hey! You’re the hot guy from last night” You can see where this is going right? Like do I need to really type out all of her lines? and yours? Good because I’m not…

After 10 mins of talking, she says. “I have no idea what happened to you last night, all I know is that you went out the back afterwards; with some others to go get a kebab I think”.

----OPTIONS----

Go Outback to Kebab shop

Go The Taf

If current\_room and Jacket and Flyer = True:

Print(memory[“room”])

Room[“4”[story\_cont [4]] is True

Room[4:”Kebab Shop”]

-----When Story continuation is not matching-----

You walk into the kebab shop and smell the intoxicating aroma of meats and chips, you try to follow the scent and try to talk to the guy behind the counter, however your attempts are useless as the place is packed with people also craving the delicacy known only as… Kebabs. You stand alone in the crowd… now hungry and only left with the real option of leaving. Well unless you like feeling like a sardine in a can… in which case why not go to London Underground tubes, huh?

----When story conditions are met----

You walk into the kebab shop… prepared and ready for anything… hell your feeling pretty invincible by this point. Like you could probably wrestle a honey badger with no issue… but mate in fairness that’s pretty messed up… wanting to fight animals like that… you should feel ashamed. Anyway you see the crowd of hungry people waiting for their precious fast food. But by this point you don’t care and have the ingenious idea of distracting them so you get a chance to talk to the guy behind the counter.

You take in a deep breath… your palms are quite sweaty… knees weak… arms are heavy… still a little bit of vomit on your shirt…. Maybe from mum’s spaghetti?? And finally shout with a might roar. “LOOK IT’S THE NEW MEMBER OF THE BAND GORILLAZ!!! ITS HARAMBE!!! HE IS WALKING DOWN THE STREET OMFG!?”. With a sheer look of confusion from what may as well be called a flock of sheep. Stampede out of the shop to go take a look and try to follow who they assume is the guy.

You suavely walk over to the counter, lean over the counter. The shop keeper is looking at you pretty annoyed… well you did just get rid of all his customers… what did you expect to happen? To keep this PG, he started swearing at you with the odd sentence of blaming his wife for choosing such a crazy place to set up shop. But you did manage to concentrate hard enough that he mentioned you and a woman being here last night. By which case you know that it could only be one person… Summer… and you go to step outside, whilst of course he is still rambling behind you.

-----OPTIONS---

Go Summer’s place

Go PRYZM

Code pseudo:

If Room[“4”[story\_cont [4]] is True

Room[“5”[story\_cont[“5”]] is True

Else

Room[“5”[story\_not\_cont[“5”]] is True

Room[5:”Summer’s\_place”]

----when conditions are not met ----

You walk to Summer’s place after such a long distance and seeing many sights and hearing many sounds, you feel like your day could really have gone better to begin with. But hey things could have been worse right? So you approach the door to Summer’s place, about to knock on the door. When you notice a note reading, “Hung over… don’t piss me off”. Your memory kicks in of previous times to when she has been angry… like the time you pissed on her door step because you hated her next door neighbour and tried blaming it on them… when in reality doing that when you were drunk… probably not the most of helpful things in your quest.

So now you stand outside another person’s house…. Looking strange as you contemplate over whether it’s a good idea to disturb her. You are really out to make friends today aren’t you?

---when conditions are met ---

You walk up to Summer’s place… feeling pretty good still, the sun is shining, the bees are buzzing. There is a helicopter flying over your head… maybe a military one? Who knows. All you know is that today’s going pretty swell for an adventure. You get to her door and see a note; it reads “Hung Over… don’t piss me off”. Having a quick think about how she has acted in the past in this situation, you wittedly go rummaging through your pockets and pull out a can of RedBull and pull a flower from her garden.

You then stand braced in front of her door, with both items acting like a sword and shield; ready to take on the dragon that’s in hey lair. You then take a brave step forward and with a valiant lunge you press the doorbell ringing it multiple times. Congratulations… you have now gained a new item… it’s called man hood. After hearing what could potentially be the start of the apocalypse to you, the noise stops and the door slightly creeks open. You see an eye appear which is surrounded by hair, it peers down to the items in your hands. The door swiftly opens and Summer takes the Redbull from your hand.

She then downs the RedBull like she needs it to live. And then throws the empty can into the next room. Hastily then turns back to face you. “So what’s up then?” she says casually. To which you reply, “can you remember what happened last night and if I did anything stupid specifically that stood out?”. She sarcastically replies, “But your stupid all the time” with a cheeky look on her face. You glare at her annoyed. She then sighs and rolls her eyes at you, “For some strange reason you threw most people’s keys into a kebab box and starting hiding it around the house, saying the kebab knight will protect our keys! Which… by the way was not fun when you put it in the bin… which is where I last left it”.

After a few minutes passing of casual pleasantries… trying to keep things pg here people… don’t judge me… she closes the door and you must take the final path on your epic adventure! ON WARDS BRAVE ADVENTURER!… just mind arrows and getting hit in the knee… its not fun trust…

----Options---

Go PRYZM

Go Journey’s end

If Room[“:”[story\_cont[:]] is True

Room\_End = True

Else

Print(small hint)

Room[End]

----- You can only access this room when you have done the previous conditions, otherwise it’s too easy -----

You run through your door with a massive smile on your face and feeling rather accomplished. Bravo you clever little sausage. Rick turns his head from the TV in confusement; then shrugs his shoulders and says, “mate just remembered that your keys are in the kebab box in the bin”. And he then turns back to the TV. You then drop your noble pose and face-palm, then slowly walk over to the now less than sanitary kitchen. You then walk over to the bin and Jab your finger at its lid. As you do so, you can smell the horrid remains linger from its container. It sends your nostrils into disarray; which causes you to leap backwards. You grab a peg from among the random objects in the kitchen and put it on your nose. You then, quickly turn your side to the bin and shove your hand straight into it without looking to see if you can feel the kebab box.

After a couple of seconds of searching, you feel what appears to be the box at the bottom you pull it out with full force and even let out a little grunt. Kind of imagine a warrior that’s just ripped out the heart of his foe with his hand… only it’s you… and well… its rubbish in your hand. Rick turns and looks at your accomplishment and slowly claps and subtly says, “Mate, you need to calm down… like have a pint or something” then he just goes back to watching TV. You open the box and grab the key which is covered in kebab sauce and other contents of the bin. You hurry to the sink like your life depends on it and wash off the waste. You then walk over to your bedroom door and unlock it. As your key turns in the lock, Rick is screaming “GOOOOAAAL!” As Manchester United scored against Liverpool. To which you afterwards then step through the door and close it behind you and go to sleep in your bed.

FEED back is required ----