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 [“1”: “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[“2”[story\_cont [0]] 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[“2”: 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[3:”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

The story will continue like this and so will pretty much the coding style.

But current feed back is required