1. Βασική πλοηγηση (south west east north)

    if move[0]=='go':

        direction=move[1]

        if direction in rooms[currentRoom]:

            nextRoom=rooms[currentRoom][direction]

            currentRoom=nextRoom

        else:

            print("You can't go that way!")

2. Βασικο get

    elif move[0]=='get':

        item=move[1]

        if "item" in rooms[currentRoom] and item == rooms[currentRoom]['item']:

            inventory.append(rooms[currentRoom]["item"])

            del rooms[currentRoom]['item']

    else:

        print("wrong input")

3. Up and Down

Κάνουμε επέκταση των key/value pair

    'Bedroom': {

        'north': 'Living Room',

        'west': 'Office',

        'up': 'Attic',

        'item': 'map'

    },

4. Εμφάνιση χάρτη όταν ο παίκτης πάρει το item Map!

def showMap():

    print('''

          MAP:

      [Garden] -----------[Garden]

           |                |

      [Living Room] ---- [Kitchen]

           |                |

      [Bedroom] ------- [Office]

           |

          ud

           |

        [Attic]

          ''')

    if 'map' in inventory:

        showMap()

5. Γραφείο να μπαίνεις μόνο με κλεδι!

    'Office': {

        'north': 'Kitchen',

        'east': 'Bedroom',

        'item': 'note',

**'locked': True**

    },

  if direction in rooms[currentRoom]:

            nextRoom=rooms[currentRoom][direction]

            if 'locked' in rooms[nextRoom] and rooms[nextRoom]['locked']:

                if 'key' in inventory:

                    print("you have the key so door unlocked!")

                    rooms[nextRoom]['locked'] = False

                    currentRoom = nextRoom

                else:

                    print("You need the key to get in!")

            else:

                currentRoom = nextRoom

6. Προσθήκη γρίφου για την σοφίτα!

            if nextRoom == 'Attic':

                    print("The door to the Attic is locked by a puzzle!")

                    answer = input("Solve this math puzzle to enter:\n"

                                   "I am a two-digit number. My tens digit is 3 more than my ones digit. "

                                   "If you reverse my digits, the number increases by 9. What number am I? ")

                    if answer.strip() == "41":

                        print("Correct! The door unlocks.")

                        rooms[nextRoom]['locked'] = False

                        currentRoom = nextRoom

                        showStatus()

                    else:

                        print("Wrong! The door remains locked.")

                        return