

Scenario 1: Player In Room 3 Uses Item on Monster

The player presses the go north button on the “View” and he ends up in Room 3. He then presses the examine button in the “inventory panel” to see what he has with him. The “view” then communicates with the “controller” to see what he has. The controller responds by saying you have a hair clipper. The user clicks “inspect”, and he learns more about what the hair clippers can do. Now the player hits “examine” to see what the room has. The view is told via the controller that there is a scary teddy bear waiting for the kill. Oh no, the player is in trouble. The player looks at his inventory again and sees he has a hair clipper which can be used to kill the teddy bear. The player uses the hair clipper to attack the monster, and the monster is now dead. Now, the player will reexamine the room and is notified that the room is clear. The player can now move to the next room for his next adventure.