Dear Profs.Blank:

I run python2 and my game is based on a map of brynmawr college. All the building names I use in my game are the buildings on our campus.

You will start from Erdman and the first thing you have to do is to pick up the backpack in order to carry things.

When playing this game, you have several options you can type into the command:

1. pick: pick up the object in the room

2. drop: drop the object in your bag

3. look: look for what you have

4. help: get hint from program

You will get commands on what to do during the game(either the direction options that you can choose or the things you need to pick up). If you don’t pick up the things including in a constraints, such as backpack or keys, you can not move on. The program will tell you that you need to pick something in order to continue. You have initial 10 health points, whenever you get into a new room, your health points get deducted by 1 point because you have used your energy.

Other than that, I also have a time record system, so you can see how much time you use to figure out your path.

The game will be over when you have used up all your health points.

Good luck on the game!

Tong Wu