

## Second Scenario ( Story )

This story is an extension of the First Story. Everything the user could do before they should still be able to do, the same way.

The program should now be able to read and parse any file conforming to the GDF 2.0 file specification. ( See separate documentation. )

The new features of the game are the ability to see, pick up, use, and drop objects of various kinds, and also variable lighting levels that can affect user's ability to see.

The LOOK command when applied to a room now lists the objects located in that room ( that are not carried by the user ), but does not describe them. LOOK followed by the name of an object describes that object in detail.

If the light level in a room is zero, ( pitch black ), then the user cannot see anything, and the LOOK command should simply state that it is too dark to see.

New commands now available to the user include GET, DROP, USE, and INVENTORY ( or INVE for short. )

- GET, DROP, and USE are all normally followed by the name of an object.
  - If the user does not provide the name of an object, then a suitable list should be displayed so that the user can pick from the list.
  - ( Variation: The programmer may elect to skip the list step, and/or to allow the use of types instead of object names, when it is unambiguous. For example, if there is only one object in the room, then GET by itself may go ahead and get it, or if the user only has one key available, then USE KEY may work. This variation is suggested but not required. )
- INVE(NTORY) lists the objects that the user is carrying. These objects go from place to place with the user.
- GET removes the object from the place inventory and adds it to the user's inventory, **if the object is movable**, (as indicated by a non-zero movability.)
- USE can have different actions depending on the object type, and possibly on the place in which it is used.
  - Using a key toggles the lock status ( locked / unlocked ) of all locks in the current place to which the key fits.
  - Using a light toggles the on / off switch of the light.
  - A player does not have to possess an object in order to use it, provided it is in the current place. ( E.g. a player could use an immovable object such as a wall-mounted light. )