

Text Adventure Functions

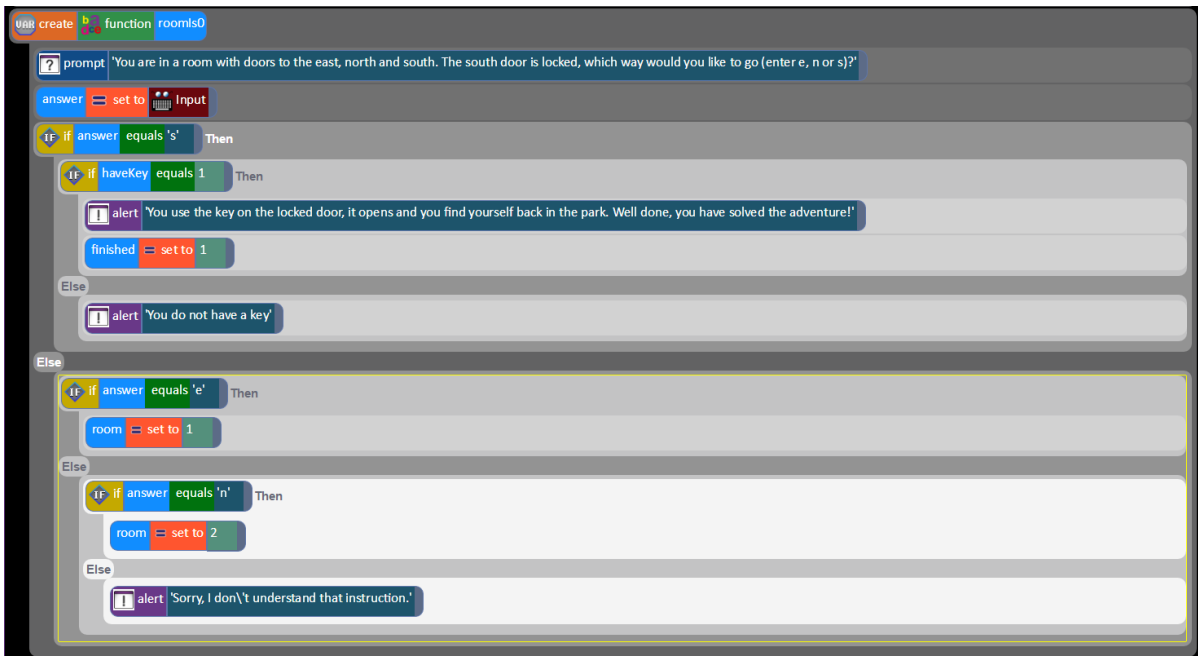
Naming the variables



Do all the looking around the rooms and escape



rooms0



rooms1

```
var create b function rooms1
  ? prompt 'You are in a room where the walls are all mirrored. There are doors to the north and west. Which way would you like to go?'
  answer = set to Input
  if if answer equals 'n' Then
    room = set to 3
  Else
    if if answer equals 'w' Then
      room = set to 0
    Else
      alert 'Sorry I don\'t understand.'
```

rooms2

```
var create b function rooms2
  ? prompt 'You are in a room with large windows along the west wall. You cannot open them or break them. There are doors to the north and south. Which way would you like to go?'
  answer = set to Input
  if if answer equals 'n' Then
    room = set to 4
  Else
    if if answer equals 's' Then
      room = set to 0
    Else
      alert 'Sorry I don\'t understand that.'
```

rooms3

```
var create b function rooms3
  ? prompt 'You are in a room with a floor like a chess board. There is an ornamental pond with a fountain in the middle of the room. There are doors to the north and south. Which way would you like to go?'
  answer = set to Input
  if if answer equals 's' Then
    room = set to 1
  Else
    if if answer equals 'n' Then
      room = set to 5
    Else
      alert 'Sorry, I don\'t understand.'
```

rooms4

```
create function rooms4
  if haveDiamond equals 0 Then
    prompt "You are in a room with a high domed ceiling made of sapphires. There is a diamond lying at your feet. There is a door to the south. Enter 's' or 'take diamond'."
    answer = set to ** Input
    if answer equals 'take diamond' Then
      haveDiamond = set to 1
      room = set to 4
    Else
      if answer equals 's' Then
        room = set to 2
      Else
        alert "I'm sorry, I don't understand."
  Else
    prompt "You are in a room with a high domed ceiling made of sapphires. There is a door to the south. Which way would you like to go?"
    answer = set to ** Input
    if answer equals 's' Then
      room = set to 2
    Else
      alert "Sorry, I don't understand."
```

rooms5

```
create function rooms5
  if haveDiamond equals 1 Then
    if haveKey equals 0 Then
      prompt "You are in a small room with only one door to the south. A sad looking wizard sits in a velvet chair. When he sees you he says, 'My diamond, my precious diamond. It is the key to everything! Please say 'give diamond' to give me your diamond!'"
      answer = set to ** Input
      if answer equals 'give diamond' Then
        alert "Oh! Thank you so so much! Here have this key, I have no use for it now!"
        haveKey = set to 1
      Else
        if answer equals 's' Then
          room = set to 3
        Else
          alert "I'm sorry, I don't understand."
    Else
      prompt "You are in a small room, a wizard sits in a velvet chair polishing a diamond with glue, he doesn't notice you at all, he only has eyes for the diamond."
      answer = set to ** Input
      if answer equals 'y' Then
        room = set to 3
      Else
        alert "I'm sorry, I don't understand."
  Else
    prompt "You are in a small room with only one door to the south. A sad looking wizard sits in a velvet chair. When he sees you, he says, 'My diamond! My diamond, where could it be? It is the key to everything!'"
    answer = set to ** Input
    if answer equals 'y' Then
      room = set to 3
    Else
      alert "I'm sorry, I don't understand."
```