

A2: Branching, looping and nesting case study.

- Two room dungeon
- Play the game until the player quits
- Start in the drawing room

Supply room

- Room, options no lantern:
 - Can quit the game
 - Can go to the drawing room
- Has lantern: can see the pen
 - Adds a new option to pickup the pen
 - Has unlimited pens

Drawing room

- Room options
 - Can quit the game
 - Can go to the supply room
 - If haven't picked up lantern can pick it up, after picking up the lantern the option to pick up the lantern is gone (there is only one in the room).
 - If a pen is in the player's possession then there's an option to draw on wall