

# **Assignment 1**

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## Appendix I: Map

## Appendix II: Walkthrough

## Appendix III: Student Evaluations

## 1.0 Objects

### 1.1 Meeting Room

Object Name	In-Game Name	Type	Location
meeting_room	Meeting Room	Room	*
paintings1	Paintings	Scenery	Meeting Room
tables1	Tables	Scenery	Meeting Room
cushions1	Cushions	Scenery	Meeting Room
window1	Window	Scenery	Meeting Room
silver_key	Silver Key	Item	Meeting Room

### 1.2 Secret Room

Object Name	In-Game Name	Type	Location
secret_room	Secret Room	Room	*
strongbox	Strongbox	Scenery	Secret Room
table2	Table	Scenery	Secret Room
window2	Window	Scenery	Secret Room
seal	Bonsai Seal	Item	Secret Room
orders2	Assassination Orders	Item	Secret Room

### 1.3 Library

Object Name	In-Game Name	Type	Location
library	Library	Room	*
table3	Table	Scenery	Library
shelves1	Shelves	Scenery	Library
window3	Window	Scenery	Library
map	Military Map	Item	Library

### 1.4 Barracks

Object Name	In-Game Name	Type	Location
barracks	Barracks	Room	*
body	Body	Scenery	Barracks
mat	Mat	Scenery	Barracks