

LockKeyMusic

```
'''
```

```
Start
```

```
config.style.page.font: "Herculanum/Constantia/Georgia/serif 28"
```

```
config.style.page.color: "Green-7 on #80ccff"
```

```
config.style.page.link.active.color: "indigo-8 on indigo-0"
```

```
redKey: false
```

```
blueKey: false
```

```
--
```

```
Welcome to my haunted house.
```

```
[after 1500ms]
```

```
To get started please tell me your darkest secret.
```

```
{text input for: 'darkestSecret'}
```

```
[after 4500ms]
```

```
Where would you like to go:
```

```
[[Blue Room]]
```

```
[[Red Room]]
```

```
Front Room
```

```
[if redKey == true && blueKey == true]
```

```
  [[Unlock the door->Exit]]
```

```
[if blueKey == true && redKey == false]
```

```
    You're missing the Red Key
[if redKey == true  && blueKey == false]
    You're missing the Blue Key
[else]
    *Locked Door*
[continued]
```

Rooms:

```
[[Blue Room]]
[[Red Room]]
```

Blue Room

```
<img src= "http://jolineblais.net/nmd343/wp-content/uploads/2021/11/blueroom.jpg">
```

```
[if blueKey == false]
    Items:
    {reveal link: 'Pick up Blue Key', passage: 'Blue Key'}

[else]
    There is nothing here.
[continued]
```

Rooms:

```
[[Front Room]]
```

Exit

```
sound.ambient.hum.url: 'http://jolineblais.net/nmd343/wp-
content/uploads/2020/09/hum.mp3'
```

```
sound.ambient.hum.description: 'hum'
```

```
--
```

```
{ambient sound: 'hum'}
```

You did it!

```
[after 1500ms]
```

You found the key and went through the door!

```
[after 3000ms]
```

Now I can reveal your darkest secret:

```
{darkestSecret}
```

```
[after 4500ms]
```

```
{restart link, label: 'TRY AGAIN!'}
```

Red Key

```
redKey: true
```

```
--
```

You picked up the Red Key!

Blue Key

```
blueKey: true
```

```
--
```

You picked up the Blue Key!

Red Room

```

```

```
[if redKey == false]
```

```
  Items:
```

```
  {reveal link: 'Pick up Red Key', passage: 'Red Key'}
```

```
[else]
```

```
  There is nothing here.
```

```
[continued]
```

```
Rooms:
```

```
[[Front Room]]
```

```
-----
```

```
Rear Room
```

```
hasRedKey: false
```

```
hasBlueKey: false
```

```
—
```

```
[if hasRedKey && hasBlueKey]
```

```
  [[Unlock the door->Exit]]
```

```
[if hasBlueKey && !hasRedKey]
```

```
  You're missing the Red Key
```

```
[if hasRedKey && !hasBlueKey]
```

```
  You're missing the Blue Key
```

```
[else]
```

```
  *Locked Door*
```

```
[continued]
```

```
Rooms:
```

```
//[[Blue Room]]
```

```
//[[Red Room]]
```

