

Inform Brainstorming Cards

STARTING ROOM  etc.

_____ is a room. “ _____
(name of room) (text description player will see upon entering the room)

_____”






ROOM  etc.

_____ is _____ of _____ .
(name of new room) (direction n/ne/e/se/s/sw/w/nw) (name of existing room)

“ _____
(text description player will see upon entering the room – in quotation marks with period at end)






_____”



PERSON (ANIMAL) I      etc.






_____ is a _____
(name of person) (person/man/woman/animal)
 in _____. The description of
(name of room)
 _____ is "
(name of person) (text description player will see
when looking at the person)

 _____.

PERSON (ANIMAL) I      etc.






_____ is a _____
(name of person) (person/man/woman/animal)
 in _____. The description of
(name of room)
 _____ is "
(name of person) (text description player will see
when looking at the person)

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PERSON (ANIMAL) I      etc.

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PERSON (ANIMAL) I      etc.

_____ is a _____
(name of person) (person/man/woman/animal)
 in _____. The description of
(name of room)
 _____ is "
(name of person) (text description player will see
when looking at the person)

 _____.



DIALOGUE

After asking _____ about " _____ " :
(name of person/animal) (text)

say " _____
(text player will see representing the npc's response to the question)

DIALOGUE

After asking _____ about " _____ " :
(name of person/animal) (text)

say " _____
(text player will see representing the npc's response to the question)

DIALOGUE

After asking _____ about " _____ " :
(name of person/animal) (text)








say " _____
(text player will see representing the npc's response to the question)

DIALOGUE

After asking _____ about " _____ " :
(name of person/animal) (text)

say " _____
(text player will see representing the npc's response to the question)



OBJECT         etc.









_____ is a thing in
(name of item)

_____. The description of
(name of room)

_____ is "
(name of item) (text description player will see

(when looking at the item)

_____."

OBJECT         etc.









_____ is a thing in
(name of item)

_____. The description of
(name of room)

_____ is "
(name of item) (text description player will see

(when looking at the item)

_____."

OBJECT         etc.









_____ is a thing in
(name of item)

_____. The description of
(name of room)

_____ is "
(name of item) (text description player will see

(when looking at the item)

_____."

OBJECT         etc.

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(name of item)

_____. The description of
(name of room)

_____ is "
(name of item) (text description player will see

(when looking at the item)

_____."