

STEP 1: Create a map of the rooms in your mansion.

Shown at the right is a sample map of a mansion. It will serve as our guide as we code the adventure.

Your first job is to create a map of rooms in your mansion. There don't need to be many rooms. Start with just a few. You can always add or remove rooms later.

The only rules are:

- Each room has to share a wall with at least one other room.
- The name of the room can't have a space in it. Use an underscore character instead of a space.

Come back in a day or two to see how to use property lists so you can move from room to room in your mansion.

