

Turtle Tuesdays Challenge for July 2026

MYSTERY MANSION

STEP 4: Organize your adventure.

Before you can start adding things to the rooms for the player to explore, you need to make a plan.

Don't use Logo. Use paper and pencil, or Notepad or other app on your computer.

Figure out what objects the player might find. Think of what the objects' properties might be.

- What do they see when they look around the room?
- Does the room have an object in it?
- Can they take the object?
- What is special about the object? What do they see if they "explore" the object?
- Do they need to take the object now so they can use it later in some other room?
- How do you want the adventure to end? The player will want to solve it. It is called Mystery Mansion! Perhaps the player needs to have certain items in Inventory and be in a particular room to make something special happen. Do they need to have visited all the rooms?

You have a lot to figure out! Write it down so you have a plan to follow. Talk to your adventure "buddy" to bounce around ideas. Two heads are better than one, as they say!