

Turtle Tuesdays Challenge for July 2026

MYSTERY MANSION

STEP 5: Set up your rooms.

Now that you have decided what is in each room, you can start adding more details to your code.

The `SETUP_MAP` procedure that allows you to move from room to room can also include what people see if they type the `LOOK` command.

`LOOK` will be a property list within each room's main property list. Just add another property called `LOOK` followed by a list of words that describe what the player will see when they look at the room.

Perhaps the Living Room has a beautiful rug on the floor. Then, the `LIVING_ROOM` code in the `SETUP_MAP` procedure would look like this:

```
PPROPS "LIVING_ROOM [  
    NORTH GAME_ROOM  
    EAST LIBRARY  
    SOUTH HALL  
    WEST DINING_ROOM  
    LOOK [YOU SEE A BEAUTIFUL RUG ON THE FLOOR.]]
```

Note that you can press <Enter> or <Return> after each property name and value so each one is on a separate line. That makes it easier to read. Just be sure to put the break *after* the first left bracket, [`.`

In order for players to look at the room, you'll need to create a `LOOK` procedure. It looks up the value of the `LOOK` property in the current room's property list.

```
TO LOOK  
    PRINT GPROP :ROOM "LOOK  
END
```

In this example, if the player is in the Living Room and types `LOOK`, they will see this:

```
YOU SEE BEAUTIFUL RUG ON THE FLOOR.
```

If there is nothing special to see in a room, the value of the `LOOK` property can be `[THERE IS NOTHING TO SEE HERE.]`.

Remember to save your program!

Use your imagination and be creative as you design your adventure!