***Game plan***

Buildings: House (Both for/not for entry)

House (entry): Doors (Both for/not for entry), Windows (Open/closed), (entry).

Kitchen: cupboards and an fridge.

Front room: sofa 2 chairs table and bookshelf.

Backroom: bookshelf and cauldron

Bedroom: wardrobe, desk, and bed

Bathroom: sink and toilet.

Store (entry): Door (Both for/not for entry), windows

Storage: shelfs.

Pickups: Food & potions, Weapons, crafting material

**Detail**

The houses and level can be entered by pressing q. You will start off in a hallway leading to stair start ahead with 2 rooms on the left beside each other. The first room on the left will have weapon and potion. It will also have a bookshelf that may, contain recipe for potions. The room besides it will have a cauldron where you could create potions if you gathered enough ingredients. Upstairs will include 3 rooms a bedroom, a bathroom and storage. Storage may have food or material. The bathroom will have a sink and toilet. The bedroom will have a bookshelf where you may find info on the dungeon, and a sword besides the desk.

The stores will have windows and a door. You press q to enter starting a loading screen. There will be sword hanged on the wall, and potions placed on displayed on shelves and materials.