

GoogleFu_ID	ItemName	ItemType
GoogleFu_Type	string	string
ID3	Fridge	Object
ID4	Clothes	Object
ID5	Bike	Object
ID6	Bed	Object
ID7	Guitar	Object
ID8	Cup	Area
ID9	Windows	Area
ID10	Picture	Area
ID11	Hole in Left Wall	Area
ID12	Hole in Right Wall	Area
ID13	Crack	Area
ID14	Light Globe	Area
ID15	Fridge	Area
ID16	Clothes	Area
ID17	Bike	Area
ID18	Bed	Area
ID19	Guitar	Area
ID20	Door	Area
ID21	Click1	Action
ID22	Click2	Action
ID23	Click3	Action
ID24	Click4	Action

GoogleFu_ID	AreaName	ActionName	Response
GoogleFu_Typ	string	string	string
ID3	Cup	Click1	The Cup is one of those objects you keep around so you can drink...
ID4	Cup	Click2	It has it's own self-cleaning nature...you tell yourself as you refill it for the fifth time...
ID5	Cup	Click3	A rinse under the tap every now and then will do the job...
ID6	Cup	Click4	The Cup wants you to know the self-cleaning thing isn't true.
ID7	Windows	Click1	Here is your Window, your view of the world...
ID8	Windows	Click2	In the state you're in your view of the world is pretty warped...
ID9	Windows	Click3	The world looks terrible and insurmountable...
ID10	Windows	Click4	When in fact it is terrible and insurmountable, and other nice things you can't see right now.
ID11	Picture	Click1	A Picture on the wall. It was already in the room before you...
ID12	Picture	Click2	You kept the Picture there to add some life to the room...
ID13	Picture	Click3	It doesn't represent your interests though...
ID14	Picture	Click4	But you're not in a position to choose right Now.
ID15	Hole in Left Wall	Click1	There's a Hole in your Wall...
ID16	Hole in Left Wall	Click2	We know we're not telling you anything new, but it isn't good...
ID17	Hole in Left Wall	Click3	Your home is like your skin, or even your soul...
ID18	Hole in Left Wall	Click4	Right now you need some serious existential blemish cream.
ID19	Hole in Right W	Click1	A Hole in the Wall means you're not able to take care of your home...
ID20	Hole in Right W	Click2	Perhaps you could dress it up a bit?...
ID21	Hole in Right W	Click3	You could try putting some stickers around it?...
ID22	Hole in Right W	Click4	But instead you'll probably stare at the Abyss that is the Hole in your Wall.
ID23	Crack	Click1	The Crack in the wall is getting wider for some reason...
ID24	Crack	Click2	We're not sure how it happened...
ID25	Crack	Click3	Perhaps it was that tennis ball you threw there?...
ID26	Crack	Click4	Back when you did things like laugh.
ID27	Light Globe	Click1	A lonely Globe...
ID28	Light Globe	Click2	It just hangs there, for you...
ID29	Light Globe	Click3	It is hanging in there for you...
ID30	Light Globe	Click4	Objects become precious friends when you don't have much.
ID31	Fridge	Click1	The Fridge is herein representative of food...
ID32	Fridge	Click2	The food inside the Fridge is significant...
ID33	Fridge	Click3	What is inside your Fridge is indicative of how your treat yourself...
ID34	Fridge	Click4	So Cheese and Peas for you then???
ID35	Clothes	Click1	You store your Clothes on the floor...
ID36	Clothes	Click2	It is an easily accessible storage option...
ID37	Clothes	Click3	That allows you to view all of your fashion options...
ID38	Clothes	Click4	Yes, that is why the items that represent your identity are "stored" on the floor.
ID39	Bike	Click1	The Bike is Representative of your mobility...
ID40	Bike	Click2	Your mobility affects how far you can travel...
ID41	Bike	Click3	Your mobility is also connected in this Game of games to your independence...
ID42	Bike	Click4	Will you keep this symbol of adulthood?
ID43	Bed	Click1	The Bed is your place of rest...
ID44	Bed	Click2	It is the space where you repair for a few hours a day...
ID45	Bed	Click3	To relinquish your bed is to forgo repair...

GoogleFu_ID	AreaName	ActionName	Response
ID46	Bed	Click4	Repair you sorely need.
ID47	Guitar	Click1	The Guitar is representative of a luxury that is essential to your happiness...
ID48	Guitar	Click2	The object that you need to get through the day...
ID49	Guitar	Click3	For the times when some part of you reaches out of the dark...
ID50	Guitar	Click4	And annoys your neighbours at 3am (which they deserve).
ID51	Door	Click1	The final Door is staring you down...
ID52	Door	Click2	This is the boundary you really, really need to transgress...
ID53	Door	Click3	It is the wonky door of poverty...
ID54	Door	Click4	And so has a raspy voice, and issues.

GoogleFu_ID	ItemID	TargetID	Response	IsObjectTrigger	IsLockTrigger	WorldObject [1]	Narative	UnmovedNarative	MovedBackResponse
GoogleFu_Type	string	string	string	boolean	boolean	string	string	string	string
ID3	Fridge	Fridge	You don't spend enough money on food. Your stomach is growling and your mind is getting foggy.	TRUE	FALSE	void	You don't leave enough money for Food. You are teary or short-temp	You keep buying food for Yourself and so are able to escape The Ro	You decided to eat again!
ID4	Clothes	Clothes	You don't buy any new clothes for yourself to save money. You're really uncomfortable in more ways t	TRUE	FALSE	void	You don't buy any Clothes for yourself. Your clothes are ill-fitting and	You don't sell your Clothes and with ingenuity you manage to keep u	Hey, you bought some much needed new shoes.
ID5	Bike	Bike	You sell your last mode of transport. Now you're restricted by wow far you can go.	TRUE	FALSE	void	You sell your last mode of transport and so have to walk everywhere	You keep your Mobility and so are able to visit friends and actually e	You can go anywhere now!
ID6	Bed	Bed	You give up on your place of rest. Now you desperately have to keep finding a couch to sleep on.	TRUE	FALSE	void	You give up your Bed and now frantically have to find a place to slee	You keep a Bed to sleep on. You can rest each night and escape the	Back to having your own bed!
ID7	Guitar	Guitar	You sell the only thing left that warms your heart.	TRUE	FALSE	void	You sell your Guitar, the last little luxury in your life. You don't have a	You keep your Guitar and so can keep yourself company and escap	Oh lovely, you keep your guitar.

Misc Data Validation	
Boolean False	Boolean True
FALSE	TRUE

[1] This is for the programming side of things so I can attach a common bit of functionality to an interaction