

GoogleFu_ID	ItemName	ItemType
GoogleFu_Type	string	string
ID3	Sock	Object
ID4	Textbook	Object
ID5	Paper	Object
ID6	Student Desk	Area
ID7	Blackboard	Area
ID8	Trash Can	Area
ID9	Window	Area
ID10	Door	Area
ID11	Teacher Desk	Area
ID12	Lamp	Area
ID13	Bookcase	Area
ID14	Light	Area
ID15	Sports Box	Area
ID16	Floor	Area
ID17	Click1	Action
ID18	Click2	Action
ID19	Click3	Action
ID20	Click4	Action

GoogleFu_ID	AreaName	ActionName	Response
GoogleFu_Typ	string	string	string
ID3	Student Desk	Click1	According to the Handbook of game of Games Symbology Volume 23 page 9, the Student Desk is a symbol of learning...
ID4	Student Desk	Click2	The implication of functional furniture design is that learning only happens when you're at a desk. You never learn anything on a bean bag.
ID5	Student Desk	Click3	A bean bag is just a receptacle of beans...
ID6	Student Desk	Click4	You remember the desk and think about what you will put in there. What will you agree to study?
ID7	Blackboard	Click1	The Blackboard is the place where concepts are communicated...
ID8	Blackboard	Click2	Concepts that leave a little cloud of chalk dust in the air...
ID9	Blackboard	Click3	The Blackboard is where pre-decided essential keywords & Eeuations are highlighted for your comprehension...
ID10	Blackboard	Click4	Apparently language is the most important way we communicate interesting things (and we're not helping).
ID11	Trash Can	Click1	Thanks to Apple, the Trash Can is symbolic of deletion, or in some game tropes, hiding...
ID12	Trash Can	Click2	In this Game of games, it is a place where you can hide objects...
ID13	Trash Can	Click3	We are subverting Apple and not using the Trash Can as deletion symbol...
ID14	Trash Can	Click4	You take a moment to ponder what a Trash Can means in robot dreams.
ID15	Window	Click1	The Window is your only view of the world...
ID16	Window	Click2	The Window is your connection with the world...
ID17	Window	Click3	The Window in this school does not let you see the ground...
ID18	Window	Click4	This is metaphor time people, work with me.
ID19	Door	Click1	The Door is not just a door. It is a boundary to another place...
ID20	Door	Click2	In this scenario, to walk out the door is to leave behind schooling...
ID21	Door	Click3	It isn't easy to leave, because we have to learn in schools...
ID22	Door	Click4	It also isn't easy to leave because the door is locked.
ID23	Teacher Desk	Click1	This is the Teacher's Desk. An ominous object to some...
ID24	Teacher Desk	Click2	It is a bit ominous to you too...
ID25	Teacher Desk	Click3	To place something here is to give something to the teacher...
ID26	Teacher Desk	Click4	No apples. We already have Apple issues in this room.
ID27	Lamp	Click1	This is a Lamp...
ID28	Lamp	Click2	You can spend time with this Lamp if you like...
ID29	Lamp	Click3	It has stories I'm sure. The things it has seen!...
ID30	Lamp	Click4	But for this schoolroom scenario, the Lamp is content to just light things.
ID31	Sports Box	Click1	Intellectual study is opposed to physical study in this scenario...
ID32	Sports Box	Click2	When in the schoolroom, everything else is more important than your basic needs...
ID33	Sports Box	Click3	Exercise, feeling your body, and running in the sun are superfluous...
ID34	Sports Box	Click4	You Must Not Feel Good In Your Body. You Must Only Train Your Mind.
ID35	Floor	Click1	A wooden floor...
ID36	Floor	Click2	You note the floor is surprisingly clean. Yet you also note this doesn't mean anything...
ID37	Floor	Click3	It is a clean wood floor...
ID38	Floor	Click4	This is a symbolic floor and so never needs cleaning.
ID39	Light	Click1	This Light spends each day looking at the Lamp...
ID40	Light	Click2	They are good friends...
ID41	Light	Click3	As good friends as a Light and a Lamp can be...
ID42	Light	Click4	Which means they tell each other EVERYTHING.
ID43	Bookcase	Click1	Ah, the Bookcase. An encasing of books...
ID44	Bookcase	Click2	As a student you will read everything you can...
ID45	Bookcase	Click3	Reading is good. But what you choose to read is crucial...

GoogleFu_ID	AreaName	ActionName	Response
ID46	Bookcase	Click4	There is what you are meant to read, and what fills your soul. They're not always on the same list.

GoogleFu_ID	ItemID	TargetID	Response	IsObjectTrigger	IsLockTrigger	WorldObject [1]	Narative	UnmovedNarative	MovedBackResponse
GoogleFu_Type	string	string	string	boolean	boolean	string	string	string	string
ID3	Sock	Student Desk	To place the Sock in the Desk means you value your physical progression as much as your mental.	FALSE	TRUE	void	You lift the lid of your Desk and sneak the Sock in there. With this ac	void	void
ID4	Textbook	Student Desk	To place the Textbook in the Desk, signifies that you value what they want to teach you.	TRUE	FALSE	void	You place the Textbook inside the Desk. You study everything they s	void	void
ID5	Paper	Student Desk	To place the Paper in the Desk means you write & think whatever they want you to.	TRUE	FALSE	void	You place the Paper in the Desk. You see the world the way they fra	void	void
ID6	Sock	Blackboard	You throw the Sock at the Blackboard. It smudges the chalk a bit, but that is all.	FALSE	FALSE	void	void	void	void
ID7	Textbook	Blackboard	You try and place the Textbook on the Blackboard, but the laws of physics prevent it from staying there.	FALSE	FALSE	void	void	void	void
ID8	Paper	Blackboard	You place the Paper on the Blackboard. It floats down, through the sunlight, and glides onto the floor. Nice moment, but nothing important	FALSE	FALSE	void	void	void	void
ID9	Sock	Trash Can	To drop the Sock into the Trash Can means you do not value your physical wellbeing. Some uncomfortable and smelly moments ahead fo	TRUE	FALSE	void	You hold the Sock in your hand and then let it drop into the Trash Ca	void	void
ID10	Textbook	Trash Can	To drop the Textbook in the Trash Can means you are rejecting what others want to teach you.	FALSE	TRUE	void	You lift the Textbook above your head and then thwop it into the Tra	void	void
ID11	Paper	Trash Can	To drop the Paper into the Trash Can means you reject the notion of schoolwork. You fist bump the air and Pink Floyd plays in the backgr	FALSE	TRUE	void	You twitch with excitement and scrunch that Paper into a ball and th	void	void
ID12	Sock	Window	You throw your Sock at the Window. Although you have a great overarm throw, the floppy fibres don't smash anything.	FALSE	FALSE	void	void	void	void
ID13	Textbook	Window	You throw the Textbook at the Window. It makes an impressive thump, but does nothing.	FALSE	FALSE	void	void	void	void
ID14	Paper	Window	You hold up the Paper to the Window. It is symbolic of you sharing what you have learned with the world. But of course the windows are t	FALSE	FALSE	void	void	void	void
ID15	Sock	Door	You balance the Sock on your finger and hold it against the Door. You stand there for a few moments and then get your wits about you an	FALSE	FALSE	void	void	void	void
ID16	Textbook	Door	You push the Textbook against the Door. The textbook stares at you. Yes, knowledge will help you breakout. But not symbols of knowledg	FALSE	FALSE	void	void	void	void
ID17	Paper	Door	You try to slide the Paper under the Door but there is no space for it. It is a pretty closed door.	FALSE	FALSE	void	void	void	void
ID18	Sock	Teacher Desk	To give the Sock to the Teacher means you annoint them responsible for your physical well-being. You'll be spending a lot of time at your	TRUE	FALSE	void	You give the Sock to the Teacher. They have control over when you	void	void
ID19	Textbook	Teacher Desk	To place the Textbook on the Teacher's Desk is to give them complete control over what you need to learn. (Hopefully it is pizza.)	TRUE	FALSE	void	You give the Textbook to the Teacher, giving them control over what	void	void
ID20	Paper	Teacher Desk	To place the Paper on the Teacher's Desk is to submit the required work for assessment.	TRUE	FALSE	void	You dramatically lift up the Paper in the air and then slam it down on	void	void
ID21	Sock	Lamp	You rest the Sock on the Lamp. If you leave it there it may cause an electric hazard. Since you're stuck in the schoolroom we won't let you	FALSE	FALSE	void	void	void	void
ID22	Textbook	Lamp	You try to balance the Textbook on the Lamp. It doesn't balance on the lamp.	FALSE	FALSE	void	void	void	void
ID23	Paper	Lamp	You cannot place the Paper on the Lamp.	FALSE	FALSE	void	void	void	void
ID24	Sock	Sports Box	To drop the Sock into the Sports Box means you adhere to the prescribed systems. Gym for 1 hour At This Time. Not fun.	TRUE	FALSE	void	You plopp the Sock into the Sports Box. You consent to the demarcati	void	void
ID25	Textbook	Sports Box	To drop the Textbook into the Sports Box means you want to spend more time studying what is good for you. Good on you.	FALSE	TRUE	void	You drop the Textbook into the Sports Box. You consider your physi	void	void
ID26	Paper	Sports Box	To place the Paper in the Sports Box means you choose to put time and energy into your personal physical wellbeing.	FALSE	TRUE	void	You put the Paper in the Sports Box. You choose to study what your	void	void
ID27	Sock	Floor	You drop the Sock on the Floor. This floor refuses to be dirty.	FALSE	FALSE	void	void	void	void
ID28	Textbook	Floor	You drop the Textbook on the Floor. Surprisingly, it bounces back.	FALSE	FALSE	void	void	void	void
ID29	Paper	Floor	You drop the Paper and it floats down to the Floor. This is a waste of your symbolic wit.	FALSE	FALSE	void	void	void	void
ID30	Sock	Light	You throw the Sock up to the Light. It falls down and lands on your head. An important lesson.	FALSE	FALSE	void	void	void	void
ID31	Textbook	Light	You throw the Textbook at the Light. Normally that would shatter it. But this is a symbolic room, full of special laws.	FALSE	FALSE	void	void	void	void
ID32	Paper	Light	You hold the Paper up to the Light. If this was a spy game, you would totally know the secret.	FALSE	FALSE	void	void	void	void
ID33	Sock	Bookcase	You try to place the Sock in the Bookcase, but it snubs socks.	FALSE	FALSE	void	void	void	void
ID34	Textbook	Bookcase	To place the Textbook in the Bookcase you're adhering to the expected patterns of use.	TRUE	FALSE	void	You place the Textbook in the Bookcase. You are a good student wh	void	void
ID35	Paper	Bookcase	You put the Paper in the Bookcase, which means you agree to study what they think is best for you.	TRUE	FALSE	void	You put the Paper in the Bookcase, a sign you want to study their vie	void	void

GoogleFu_ID	DataType	Value																		
GoogleFu_Type	string	string																		
Intro	Text	This Room, this Schoolroom, is the first instatiation of our Trinary Excursions and is Symbolic of Perpetual Training. It is a State of Being where Learning from Others is Privileged above Learning from Yourself. To Put Yourself in a Schoolroom therefore is to Delve into a Scenario where you Delay Taking Responsibility. To Continue is to Enter a Cerebral Slouch State.																		

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