STARTING ROOM 🚣 🍅 🕮 🛟 etc	
	ion player will see upon entering the room)
	."
ROOM 🚣 🍅 📫 🗘 etc.	
is (direction n/ne/e/so	of of (name of existing room)
(text description player will see upon entering the room – in qu	
	."

PERSON (ANIMAL)	7	≸♥∀© <b>™</b> etc.
		is a
(name of person)		(person/man/woman/animal)
in		The description of
(name of room)		
(name of person)	is	(text description player will see
when looking at the person)		

PERSON (ANIMAL)	I <b>≸ №</b> ∀ © <b></b> etc.
(name of person)	is a (person/man/woman/animal)
in	The description of
(name of person)	is "(text description player will see
when looking at the person)	
	·

PERSON (ANIMAL)	<b>15</b> ♥ ♥ ◎ <b></b> etc.
(name of person)	is a (person/man/woman/animal) . The description of
(name of room)	
(name of person)	is "
when looking at the person)	
	·

PERSON (ANIMAL) ▮ ▶ ♥ ♥ ₩ etc.
is a (person/man/woman/animal) in is a (person/man/woman/animal) . The description of  [name of room]  is " (text description player will see
when looking at the person)

	DIALOGUE		DIALOGUE	
After asking	about "":	After asking	about "":	
say "	presenting the npc's response to the question)	say "(text player will se	re representing the npc's response to the question)	$- \setminus$
		<b></b>		_ '
\				_/
	<u>.</u> "/			."/
	DIALOGUE		DIALOGUE	
After asking	about "":	After asking	about "":	
say "		say "		_/
(text player will see	representing the npc's response to the question)	(text player will see	e representing the npc's response to the question)	_ \
				-
\	/			- /
\		\		/
\		\	<u>-</u>	
				"/
				"/

OBJECT ⋞⋉⊑⊶ \ ☎♥♀⋼ఄ etc.	OBJECT ∥%
is a thing in	is a thing in
The description of	The description of
(name of item) is " (text description player will see	is " (name of item) (text description player will see
when looking at the item)	when looking at the item)
<u> </u>	·"
OBJECT ∥≫⊒⊶∖≅♥♀å etc.	OBJECT ∥%⊒⊶∖≌♥♀å etc.
is a thing in	is a thing in
The description of	The description of
(name of item) is " is (text description player will see	is " (name of item) (text description player will see
when looking at the item)	when looking at the item)
·"	·"