Task 1: Navigating the Research Lab

Aim: Practice creating links to move between passages in Twine (SugarCube).

- **Instructions:**
    - You are exploring a research lab with multiple rooms. Your task is to create a simple structure where the player can move from one room to another using links. Each passage represents a room in the lab, and the player can choose where to go next.
    - **Create a passage for the "Main Hall"** as the starting point.
    - **Create two more passages**:
        - "Library"
        - "Laboratory"
    - In the "Main Hall" passage, create links that allow the player to move to either the **Library** or the **Laboratory**.
    - In the "Library" and "Laboratory" passages, include links to return to the **Main Hall**.
    - **Each room** should **display its name to the player**.

Task 2: Tracking Credits

- **Aim:** Practice initializing and using a story variable.
- **Instructions:**
    - You are attending a series of academic workshops. Initialize a story variable representing the number of **credits** you have. Start with **3 credits**.
    - In your passage, inform the player how many research credits they currently have.
    - Provide a link that allows the player to **"Attend an additional seminar"**, increasing their research credits by 1.
    - After attending the seminar, update the message to show the new total of research credits.

Task 3: Temporary Access Code

- **Aim:** Use a temporary variable within a passage.
- **Instructions:**
    - You have been granted temporary access to a restricted online journal.
    - In a passage, create a temporary variable that holds the **access code (think of a specific password)**.
    - Display the access code to the player.
    - Remember, this code (the variable) should only exist in this passage.

Task 4: Defining a Research Assistant

- **Aim:** Use an Object to store related information.
- **Instructions:**
    - Create a story variable as an object representing a **research assistant** with the following properties:
        - His name, his favourite animal, his age and whether he is married or not.
    - In your passage, introduce the assistant to the player by displaying all the available information.