Spike: *8*
Title: Command Pattern

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Goals / deliverables:
The goal is to create a basic Command Manager that has a set of Commands Objects that can have alternate verbs for traversing or observing within the Zorkish Adventure game. Now you should also add partial specs of the game entities for future spikes.

To create this spike, you require:
- Spike 7
- Basic understanding of Command Patterns

Technologies, Tools, and Resources used:
List of information needed by someone trying to reproduce this work
- Visual Studio 2015
- Command Pattern
    - https://en.wikipedia.org/wiki/Command_pattern

Tasks undertaken:
- Develop Command Objects that can have alternate verbs for input
- Create a Command Manager that looks through all Command Objects.
- If not created in previous spikes. Create any extra classes for the entities
- Add the entities to the text file
- Update the file reader for the new entities

What we found out:
- Adding breakpoint while creating the functionality for Command Manager and Object is key to make sure you are finding the correct values.

Open issues/ risks:
- When you are dynamically adding the entities to the Node. If that node has no entity, make all values Null for strings and 0 for integers so that when searching for entities you don't find a Null monster or item.