A “look:” command was added that prints the room’s description with all relevant information for that room

“Eat” command was implemented that just prints out a message stating the player has eaten and is now self-conscious of his/her/their weight

Implemented Item class and added functionality for rooms to hold a single item

Refactored Room class to allow for holding multiple items

Implemented functionality for player to go back to the previous room via “back” command

Implemented time limit to game, although game will persist if player doesn’t enter a command. Game will end as soon as player enters a command though if time has expired.

Added health system with entering certain rooms being able to either heal or damage the player.

Game ends if player’s health reaches 0

Implemented capability for doors to be locked

Added key to unlock and use doors that are locked. Keys only apply to specific rooms but not specific doors i.e. if you have the key to theatre, you can enter from any door attached to theatre