Brandon magistrado

8.14 - added in the look command

8.20 - added in items for rooms

8.21 - I made the room class be able to create the string output for the items in rooms because the room class had the description output for where the person is, so I could just add a method to it. I made the game class be the place of choice to make the items because the game class had the set exits so I thought it would be neater to have them all in one place.

8.22 - added the ability for multiple items in a room

8.23 - added in the go back once command, added a BACK command word in command word and added a new case in game copied the goRoom method a bit for the back method.

8.26 - commented out the first back command, created a new one that allows you to go back multiple times using the stack java package. I made goRoom add the new room to the stack and then the back method uses .pop() to return the top of the stack and then remove it.

8.28 - added a player class that stores player info, age and current room

8.29 - added a player item list to be able to pick up items

8.30 - added the ability to take / drop and have multiple items