**Entities**

* Location
* Room
* Passage

**Location**

Contains rooms and passages between them.

**Room**

Sublocation, has unique for the location it is in technical name, non-unique displayed name, description, up to 8 passages to another rooms, rooms can be grouped.

Events

* OnEnter
* OnExit
* OnWait
* OnSleep (if can sleep in location)

**Passage**

Literally a passage between rooms, has length, which determines the time spent travelling (based on character speed, party, carelessness of movement), length can be auto-generated based on the pixel length or overridden when creating, also there can be obstructions which lower the speed, can be grouped just like rooms, can be one-way.

Events

* OnEnter
* OnExit