Room Adventure game

Parts:
- Player
- Room
- items ~~for inventory~~
- Exits
- Chests
- Bookshelves
- Book
- Keys:

Classes:
- Player: Class has
  - inventory

- Room: Class has
  - items
  - exits
  - final room has chest
  - Bookshelves

- Bookshelves: class has
  - books

- Chest: Class has
  - items within class
  - certain key that opens it

- Key: Class extends item
  - name (in code; diff for each)
  - Shape (just LVS)

- Book: Class extends item
  - method: read, shows code