

## Room

- roomItems
- entVect
- itemVector
- roomName
- roomDesc
- zombCount

- + Room()
- + Room()
- + getRoomInfo()
- + getItemStrings()
- + getEntHTML()
- + getName()
- + getDesc()
- + initItems()
- + getItems()
- + getItem()
- + putItemInRoom()
- + getEnts()
- + unlockEnt()
- + loadEntrances()
- + chkZombies()
- + killZombie()