## Room - roomItems entVect itemVector - roomName roomDesc Item zombCount - itemName + Room() itemHtml + Room() - name + getRoomInfo() held + getItemStrings() + Item() + getEntHTML() + Item() + getName() + getHtml() + getDesc() + getName() + initItems() + chkHeld() + getItems() + setHeld() + getItem() + putItemInRoom() + getEnts() + unlockEnt() + loadEntrances() + chkZombies() + killZombie() -itemEquip -curRoom Player inventory maxItems invincible roomCnt + Player() + pickupltem() + dropltem() + chkltem() + delltem() + clearItems() + getInventoryHtml() + getCurRoom() + setCurRoom() + setInvincibility() + chkInvincibility() + notInvincible() + incRoomCnt() + chkRoomCnt()