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1 C:\Users\jason\.jdk\openjdk-15.0.1\bin\java.exe -
  javaagent:C:\Users\jason\AppData\Local\JetBrains\
  Toolbox\apps\IDEA-U\ch-0\203.5981.155\lib\idea_rt.jar
  =52200:C:\Users\jason\AppData\Local\JetBrains\Toolbox
  \apps\IDEA-U\ch-0\203.5981.155\bin -Dfile.encoding=
  UTF-8 -classpath "D:\Documents\Bucks New Uni\Year 1\
  C0452 - Programming Concepts\Local Repositories\App06
  -Zuul\out\production\App06-Zuul" Main
2
3 Welcome to the World of Zuul!
4 This adventure game will take you through a
  university campus setting.
5 Wandering lost, trying to find your way around,
  navigate through the campus, exploring each room and
  locating items to increase your score and make your
  way out of it.
6 Type 'help' if you need help.
7
8
9 Current Status
10 Name: Jason
11 Score: 0
12 Energy: 100
13
14 You are outside the main entrance of the university.
15 Exits: east south north west
16 > take backpack
17 Item picked up: BACKPACK
18
19 > take
20 Take what?
21 > take chair
22 Invalid choice. This item does not exist in this room
  .
23 > drop backpack
24 Item dropped: BACKPACK
25 > drop
26 Drop what?
27 > drop chair
28 Don't recognise that item.
29 > items
30 Items in your inventory:
31 > take backpack
32 Item picked up: BACKPACK
```

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33
34 > items
35 Items in your inventory: BACKPACK,
36 > drop backpack
37 Item dropped: BACKPACK
38 > items
39 Items in your inventory:
40 > take backpack
41 Item picked up: BACKPACK
42
43 > look
44 Items in this room: NONE
45 > drop backpack
46 Item dropped: BACKPACK
47 > look
48 Items in this room: BACKPACK
49 >
```