## GameControl

+startNewGame()
+startMap()
+saveGame()
+loadGame(player)
+createNewPlayer()

## MapControl

+move(actor, position)
+vaildLocation(actor, position) : boolean
+interactWithObject(actor, regularScene)
+interactWithDoor(actor, door, room, item)
+boundary(actor, position)

## InventoryControl

+getIemList() : items
+addToInventory(items)
+useInventory(items)

## DoorControl

+calcPinCode(y) : double
+calcWeight(liters, pounds) : double
+calcForce(mass, acceleration) : double