```java
package clueGame;

public class BoardCell {
    public int row;
    public int column;
    public Character initial;
    boolean room;
    boolean doorway;
    boolean walkway;
    DoorDirection doorDirection;

    public BoardCell(int x, int y)
    {
        // Flipped for programmer preference
        this.row = x;
        this.column = y;
        this.room = false;
        this.doorway = false;
        this.walkway = false;
    }

    public Boolean isWalkway()
    {

        return walkway;
    }

    public Boolean isRoom()
    {
        return room;
    }

    public Boolean isDoorway()
    {
        return doorway;
    }
    public DoorDirection getDoorDirection()
    {
        return doorDirection;
    }
    public Character getInitial()
    {
        return initial;
    }
}
```