Move

+ areaDetect: output
+ areaValid: boolean
+ name: input

+ move(areaValid, name): string

Use

+ objectDetect: output
+ objectName: input
+ objectAffected: input
+ objectValid: boolean

+ use(objectName, objectAffected, objectValid): string

Info

+ infoName: input
+ infoDetect: output
+ infoValid: boolean

+ info(infoValid, infoName): string
+ display(infoName): void

Game

+ width: int
+ height: int
+ background: void
+ inventory: string

+ displayGame(): void