List of Accepted Commands

* Movement
  + **North, South, East, West**
  + **Jump**
* Interaction with Objects
  + **Search, Open, Close, Grab, Drop, Use**
* Help
  + **Help**

Descriptions

* **North, South, East, West –** Moves through the map accordingly.
* **Jump –** Allows character to get on top of objects to find items
  + For example, **if bool jumped = 1: may grab item, else: loop/output**
* **Search –** Looks around a particular area of the room, in items, etc.
* **Open, Close –** Interacts with an item so that the character can access an item
  + For example, **if bool open = 1: may grab item, else: loop/output**
* **Grab, Drop –** Adds or removes an item from the inventory, respectively
  + For example, **if bool has\_tool = 1: may use tool, else: loop/output**
* **Use –** Use an item if it is being used in an appropriate area
* **Help –** Display help dialogue