Program
+ main() : void

Controls
+ words : string[]
+ number_cha : int
+ main Character List <Avatar>
+ my Enemy List < Enemy>
+ characters List <Avatar>
+ locations List <Location>
+ game Controls() : void
+ fill List With Jron Data () : void
+ split Input () : Array

ConsoleOutput
+ game Description () : void
+ Describe Location (Location) : void
+ Take Any Input () : void
+ Drop Any Input () : void
+ Attack Wrong (Input() : voic
+ Attack Draw() : void
+ Enemy Hit (string, string) : void
+ Avatar Hit (string, string) : void
+ Avatar Win () : void
+ Avatar Lose () : void

Hems
+ Interaction Name : string
+ Description : string
+ Title : string
+ Usable : bool
+ Take Item (string, Location, Avatar) : void
+ Show Inventory (Avatar) : void
+ Drop Item (string, Location, Avatar) : void
+ Get Information (string) : void
+ Drop Loot (string, Location, Enemy) : void

Location
+ Title : string
+ Description : string
+ Room Number : int
+ Open : bool
+ Game Finished : bool
+ final_key : bool
+ North : Location
+ East : Location
+ South : Location
+ West : Location
+ Items : List <Items>
+ rooms : Dictionary
+ Map SetUp (List <Location>) : Location
+ Room Open (Location, Avatar) : bool

Win Conditions
+ Check Finished (Avatar) : bool

Attacke
+ Enemy Current Room (Avatar, Enemy) : void
+ Attack Enemy (string, Location, Avatar, Enemy) : void

Avatar
+ Characters : Dictionary <string, Game character>
+ Setup Avatar (string, int, int) : Avatar
+ Avatar Move (string, Location, Avatar, Enemy, int, List <Avatar>) : int

GameCharacter
+ Name : string
+ Health : int
+ Inventory : List <Items>
+ Current Room : int

Enemy
+ characters : Dictionary <string, Game character>
+ Setup Enemy (string, int, List <Items>, int) : Enemy
+ Enemy Same Room (Location, Avatar, Enemy) : void