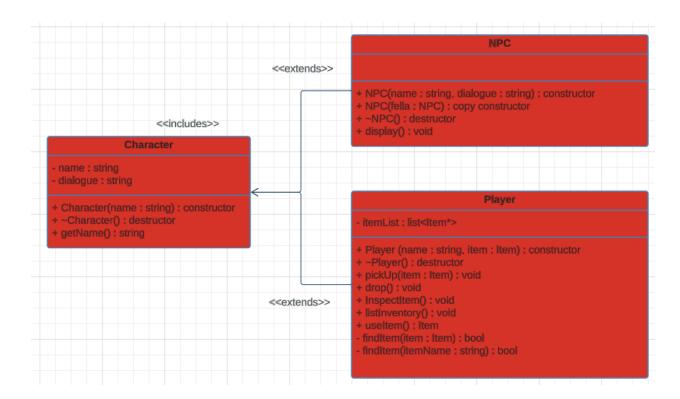
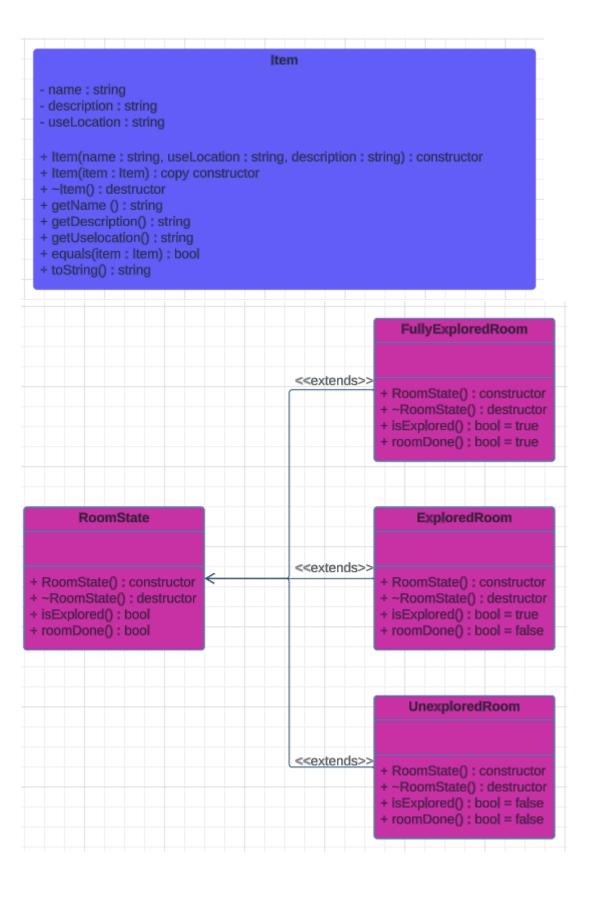


+ toString(): string





Game - UP : int - DOWN : int - NORTH : int - EAST : int - SOUTH: int - WEST : int - player : Player currentNode : RoomNode - roomlist : RoomList - yellowKeyCard : Item - blueKeyCard : Item - redKeyCard : Item - knife ; Item - pictureFrame : Item - will : Item - map : Item yellowitemPuzzle : ItemPuzzle blueltemPuzzle : ItemPuzzle - reditemPuzzle : ItemPuzzle studyPuzzle : DialoguePuzzle - libraryPuzzle : DialoguePuzzle - atticPuzzle : DialoguePuzzle craig: NPC - steph: NPC - rose : NPC - brent : NPC - craig2 : NPC + Game(playerName : string) : constructor + ~Game() destructor + playGame() setCurrentNode(currentNode : RoomNode) : void - getCurrentNode() : RoomNode - accuse() : void inventory() : void - displaySplashScreen(condition: int): void - moveRoom(): void - interact() : void - getPathways() : vector<unsigned> listRoomOptions(pathways : vector<unsigned>) : void