

[_userInput.substring(0, 5) == "take " II __userInput.substring(0, 2) == "t "] this.takeItem to mainCharacterPlace __, _userInput consoleOutput

[item != null] this.mainCharacter!.inventory.addItems([item]) consoleOutput

Controller: takeltem

[_userInput.substring(0, 5) == "drop " II __userInput.substring(0, 2) == "d "] this.dropItem to __mainCharacterPlace, _userInput this.dropItem this.dropItem

[_userInput == "north" || _userInput == "n" ||
 _userInput == "east" || _userInput == "e" ||
 _userInput == "south" || _userInput == "s" ||
 _userInput == "west" || _userInput == "w"]

this.move to _userInput

consoleOutput

