Class Tile.

string name

contains tiles name. One of

~~graveyard~~

"Graveyard"
"Yard"
Patio
Dining Room
Evil Temple
Foyer

String
north
south
east
west

} each contain the name
of the tile opposite
or
'blocked'

int zombies

updated ~~when~~ enter Tile
When

String item

updated when entre Tile.

can only contain

"Board with Nails"   "Grisly Femur"
"Golf Club"   "Chain Saw"   "Machete"