Json file structure

Player file:

{

“name”: *“string”,*

“lives”: *int,*

“location”: *int,*

“inv”:{

“itemsList:[

{“name”: *“string”,*

“usage”: *“string”,,*

“power”: *int*

},

{*item*},

…

]

}

}

Room file:

[

{

“name”: *“string”,*

“description”: *“string”,*

“position”: *int,*

“doors”:*[*

“Riddles”:*[*

*{*“QuizElement”},

*{*“QuizElement”},

*…*

*]*

“itemsInRoom”:*[*

*{*“item”},

*{*“item”},

*…*

*]*