



Program
Main (string[]args): void

Game
+ Player: Player + Rooms: List<Room> + Enemies: List<Enemy>
+ BuildGame(): void - RandomRoom(): int - RandomMove(): int - GetTable(): DataTable + Play(): void - Show(Player p): void - Take(Player p): void - Drop(Player p): void - Commands(): void

Item
+ Name: string

Room
+ Items: List<Item> + Characters: List<Character> + Name: string + North: Room + South: Room + East: Room + West: Room + Occupied: Boolean
+ Exit(Character character): void + Entry(Character character): void + GetEnemy(): Enemy + EnemyInRoom(): Boolean + Drop(Item item): void + Take(string item): Item + Look(): void