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Text Data Document:

The Data file we will be using for (game title pending) will be a JSON file containing the following game data:
-An "object" that contains room objects
-All rooms have the following:
- door objects,
- container objects
- may or may not contain character objects
- Short description string
- Long Description string
- Visited Boolean
-All doors have the following:
- A Description string
- A locked or unlocked Boolean
-All containers have the following:
- An item dictionary (if there is an item in the container eg: a trash can)
- A description string
-All item objects that are inside containers have the following:
- Class (for different type of items, either generic or special)
- Description
- Traits(Such as damage, or healing)
(Special items will have unique traits that allow for special actions to be made in the game world)
-All Character objects have the following:
- Class(Different type of characters such as zombies or npc)
- Stats(Such as health,thrift,strength)
- Inventory
- Wearing(Armour)
- Description

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Below is an example of the Starting room of the game:

```
"Start
Cell": {
              "Doors": {
                "West Cell Block": {
                  "Locked": false,
                  "Desc": "Your cell door."
                }
              },
              "LongDesc": "This is your cell, the miserable, disgusting hole
          you've spent your last few years.",
              "Containers": {
                "Mattress": {
                  "Items": {
                    "Beans": {
                      "Traits": {
                        "Healing": 2,
                        "Damage": 0
                      },
                      "Desc": "A handful of beans.",
                      "Class": "Edible"
                    },
                    "Shiv": {
                      "Traits": {
                        "Damage": 4
                      },
                      "Desc": "A piece of scrap metal, filed into a knife.",
                      "Class": "Melee"
                    }
                  },
                  "Desc": "You remember stuffing your mattress with contraband."
                },
                "Ground": {
                  "Items": {
                    "Rock": {
                      "Traits": {
                        "Damage": 3
                      },
                      "Desc": "A rock that has fallen from your cell wall.",
                      "Class": "Melee"
                    }
                  },
```

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```
        "Desc": "The floor of your cell"
      }
    },
    "Characters": {
      "Player": {
        "Stats": {
          "Health": 1,
          "Thrift": 0,
          "Armour": 0,
          "Persuasion": 0,
          "Strength": 0
        },
        "Wearing": {
          "Traits": {
            "Damage": 0,
            "Armour": 1
          },
          "Desc": "Your standard, orange jumpsuit.",
          "Class": "Wearable"
        },
        "Class": "Player",
        "Desc": "You.",
        "Inventory": {
          "Hand": {
            "Traits": {
              "Damage": 2
            },
            "Desc": "Your hand.",
            "Class": "Melee"
          }
        }
      }
    },
    "ShortDesc": "Home sweet home.",
    "Visited": true
}
```