```
+ Class Room

+ String Name ;

+ List<Item> Inventory ;

+ List<Character> Characters;

+ String Option ;

+ Room North ;

  Room EAst ;

  Room West ;

  Room South ;

  Door Is NorthDoorclose;

  Door Is EAst Door close ;

  Door IsWestDoorclose ;

  Door Is SouthDoor close ;

  String OnfoTeset ;

  Show InfoTest () ;

  Show Inventory ();

  Show Character ();

  Add ToInventory ();

  Add to PlayerInventory();

  Add to Characters ();
```

```
Door

+ boolean Coocked;

+ int bonus ;
```

```
+ enum Item Type

Armor, Wepom,

Heal, Key
```

```
Item

+ String Name;

+ ItemType Type

+ int Bonus
```