

Player	
Track position in room and move	position, Room
Manage reach boundary	Rectangle
Manage hit box boundary	Rectangle
Manage items in their inventory	Inventory, Items
Contains player-specific texture	Image (sprite)

Room	
Tracks all Items in the Room	List, Items
Tracks all components of the Room	List, Door, Wall,

Wall	
Tracks position in Room	Rectangle

Door	
Tracks room connections	Doorway

Inventory	
Manage items in a set	List of items
Add/remove items	Item types

Puzzle	
Track if its solved	Boolean values
Manage items relevant to puzzle	Inventory, Items

RoomManager	
Generates all Rooms	Room, Wall, Door, Item, etc.
Tracks all Rooms in the game	List, Rooms

Talker	
Interacts with the Player when prompted	Player
Contains text to display	String (messages)