

Class Name	Method Name	Description
Environment	describeEnvironment()	Provides a description of the environment and options available.
	inspectRoom()	Player inspects the room and is presented with interaction options.
LivingRoom (inherits Environment)	describeEnvironment()	Describes the living room, mentioning the presence of an NPC and possible exits to other rooms.
	interactWithNPC()	Enables interaction with the NPC present in the room.
	inspectRoom()	Player inspects the room and is given the option to talk to NPC or change room.
	Exit()	Checks if the player can exit the room.
RealItemRoom (inherits Environment)	describeRoom()	Provides a description of the storage room containing two items and exit options.
	inspectRoom()	Player inspects the room and is given the option to pick up one of two items.
	updateItems()	Updates the room's items when the player picks up or drops an item.
FakeItemRoom (inherits Environment)	describeRoom()	Describes the storage room with two items and exit options.
	inspectRoom()	Player inspects the room and is given the option to pick up one of two items.
	updateItem()	Updates the room's items when the player picks up or drops an item.
DeathTrapRoom (inherits Environment)	describeRoom()	Describes the trap room with a trap and exit options.
	inspectRoom()	Player inspects the room and can approach a trap or return to the previous room.
	killPlayer()	Causes the player to fall into a trap, resulting in death.
Level	setupRoomOrder()	Configures the sequence and arrangement of rooms for the level.
	changeRoom()	Transitions the player to a new room according to level configuration.
	completeLevel()	Verifies if conditions to progress to the next level are met.
MainFloor (inherits Level)	setupRoomOrder()	Sets the sequence of rooms for the main floor level.
	cobWeb()	Adds an obstacle where the player encounters cobwebs between rooms.
Basement (inherits Level)	setupRoomOrder()	Sets the sequence of rooms for the basement level.

	spook()	Adds an obstacle where the player is spooked by a ghost when moving between rooms.
Garden (inherits Level)	setupRoomOrder()	Sets the sequence of rooms for the garden level.
	thorns()	Adds an obstacle where the player encounters thorns between rooms.
Item	getName()	Returns the name of the item.
	isDeadly()	Determines if the item will cause player death.
RealItem (inherits Item)	getName()	Returns the name of the item.
	isDeadly()	Indicates the item is safe and required by the NPC.
FakeItem (inherits Item)	getName()	Returns the name of the item.
	isDeadly()	Indicates the item is a fake and will cause player damage when given to NPC.
DeathItem (inherits Item)	getName()	Returns the name of the item.
	isDeadly()	Indicates the item will immediately kill the player when given to the NPC.
Monster (NPC)	interact()	Allows player to interact with the monster for hints on solving puzzles.
	evaluateItem(Item item)	Verifies if the item given to the NPC is correct.
	puzzleSolved()	Indicates if the player has solved the puzzle.
Player	pickUpItem(Item* item)	Allows the player to pick up an item and hold it.
	dropItem()	Allows the player to drop the currently held item in the room.
	takeDamage()	Reduces the player's health by a specific amount.
	useItemOnNPC(Monster* npc)	Allows player to interact with an NPC using the item they are holding.
	checkStatus()	Checks if the player is still alive.
Game	start()	Begins the main game loop.
	end()	Ends the game loop when win or lose conditions are met.
	progressToNextLevel()	Allows the player to advance to the next level.