1. Requirements

* Create a functional game with working linked rooms
* Ability to move inside the rooms
* Collision detection with objects inside the rooms
* Dialogue activated by interacting with character sprites in rooms
* Text activated by interacting with non-characters (things such as signs)
* Context specific dialogue using flags, such as story points or repeated speaking with/checking
* Battle System Transitions upon collision or some other metric

1. Design

Input: Keyboard Presses, arrow keys and others

Output: Effects of Keyboard Presses, Moving Character, interacting with characters and objects

* + Class Object
    1. Sprite[] sprs
    2. Noises[] noises
    3. Hitbox hb
    4. String name
    5. interact()
  + Class Character extends Object
    1. Sprite[] dialogSprites
    2. Noises[] dialogNoises
    3. Attack[] attacks
    4. Path[] paths
    5. Battle()
  + Class Attack
    1. Sprite[] bullets
    2. Attack()
  + Enum Types
    1. Healing, Buff, Armor, Overworld
  + Class Inventory/Items
    1. String name
    2. String description
    3. Enum type
    4. effect()
  + Class Sprite
    1. Frames[] frms
    2. playFrames (int speed)
  + Class Hitbox
    1. Int[2] upperLeft
    2. Int[2] lowerRight
    3. Int[2] centerLoc
    4. HasCollidedCheck(Hitbox other)
  + Class Room
    1. Sprite roomSpr
    2. Int roomNumber
    3. Doorway[] entrances
    4. Object[] entities
    5. placeEntities()
    6. doorwayCollionCheck()
  + Class Doorway
    1. Hitbox hb
    2. Int travelsToWhatRoomNumber
  + Class Controller
    1. Room[] rooms
    2. Character mainCharacter
    3. Int[] flags
    4. Items[] inventory
    5. Display display
    6. ScanIn()
    7. SaveState()
    8. Main()
    9. DisplayTextBox(Sprite spr=’none’, String content, long speed, Noise effect)
    10. ChangeToBattleRoom(Character[] enemies, int condition)
    11. ChangeRoom(int Room#,int Doorway#)

1. Implementation
2. Verification