10 Rooms AdventureModel lines 61-70

3 Instances of inheritance
        Characters Line 11
        Rooms Line 16
        Things Line 15

6 In-Game Items (Objects) AdventureModel lines 37-46

2 Overridden Methods Characters (line 22) and Things (line 43) whenUsed method overrides
AdventureObject whenUsed method

2 Interfaces
        Usable (Implemented by Things)
        Inspectable (both implemented by AdventureObject and Rooms)

Happy Path

- Cheeks Room
    - Take toothpick
    - Take laser pointer
    - Use invoice
    - Go east
- Rabbit room
    - Take plastic bag
    - Use toothpick
    - Go east
- Cat room
    - Take tranquilizer
    - Use laser pointer
    - Go south
- Gerbil Room
    - Use tranquilizer
    - Go west
- Turtle Room
    - Take poison
    - Use plastic bag
    - Go west
- Puppy Room
    - Take key
    - Use laser pointer
    - Go south
- Rat room

- ○ Take box cutter
- ○ Use poison
- ○ Go east
- ● Guinea pig room
  - ○ Use box cutter
  - ○ Go east
- ● Snake room (needs to be in this order)
  - ○ Take bat
  - ○ Use key
- ● Checkout counter
  - ○ Use bat