-Name

* Watchtower
* Church
* Kitchen
* Great Hall
* Wizard Tower
* Courtyard
* King Suite
* Royal Library
* Lounge
* Monster in Foyer

-Description

-item

- Item()

* Sword
* Armor
* Halberd
* Robes
* Key
* Potion
* Knife
* Poison
* Scroll with password

- Description

Items

Actions()

* get()
* map()
* wear()/equip()
* give()
* use()
* look()
* talk()
* move()/go
* quit
* Save
* help()

Dialogue()

Character

-Dialogue()

-give item()

-password

-robe

Extra - Characters

Locations

StartGame app

Has - A

* Scanner

-execute()

-title()

-beginGame()

-quitGame

-help()

-action()

-map()

-inventory()

-character()

-items()

-locations()

StartGame (Controller)

Main