













```
{
  "rooms": [
    {
      "roomId": 1001,
      "roomName": "NameOfTheRoom",
      "roomDescriptions": "Description",
      "directions": [idOfRoomInNorth, idOfRoomInEast, idOfRoomInSouth, idOfRoomInWest],
      "event": "EventNameForEventHandler"
    }
  ],
  "npcs": [
    {
      "id": 2001,
      "name": "NameOfNpc",
      "dialog": [
        "DialogOptions"
      ],
      "position": 1001,
      "neededItemToKill": 3001
    }
  ],
  "items": [
    {
      "id": 3001,
      "name": "NameOfItem",
      "position": 1001,
      "destination": 1001
    }
  ]
}
```