**F# Planning**

**Control Flow Diagrams –**

**Abstract –**

Dictionary Key Check -> Return Item -> Print interaction result -> Update object with new states -> Return new object -> Add new object to set at location -> Remove old object -> Update room state if needed

**Dictionary Check Function –**

**Make an option type thing here**

**Interaction Flow Control -**

**Dictionary Check Flow:**

Some text about what the thing does and the diagram below

**Object and Location State Updates Flow:**

Some text about what the thing does and the diagram below

**Updating Item Flow:**

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**Updating Location Flow:**

Some text about what the thing does and the diagram below

**Set Updates Flow:**

Some text about what the thing does and the diagram below

**Network Updates Flow:**

Some text about what the thing does and the diagram below