**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 –**

Input comes in – InputTuple type

Convert to InteractionTuple type

Checks against InteractionDict

Returns Item if Key is found in InteractionDict

Else return tuple with errorString \* Object.stateNum \* Object.stateString

**Make an option type thing here**

**Interaction Flow Control -**