**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**

**General Interaction Flow -**

**Dictionary Check –**

Some text about what the thing does and the diagram below

**Object and Location State Updates –**

Take in the result from the dictionary check and create new World Object record with the updated state. If the World Object is completed update the Location record state. Write the resulting output to the user and return the new World Object record.

**Updating Item State: - Not sure on this yet**

Some text about what the thing does and the diagram below

**Updating Location State –**

Create a new Location record based on the old location record, and a new state number. Return the new Location record with the updated state number.

**Set Updates –**

Take in a new World Object and create a new set of objects based on the current location. Remove the old World Object and add the new updated one. Return a new Location record with the updated set.

**Network Updates –**

Take in a new Location record and match the name to a network node. Create a new network node with the new Location record and return a new network with the updated node.

**TODO:**

Write some tests – Look at the testing video lecture from this week on moodle

List of things that you have changed from the plan – For critical appraisal