**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:**

Some text about what the thing does and the diagram below

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

Some text about what the thing does and the diagram below

**Updating Location State:**

Some text about what the thing does and the diagram below

**Set Updates:**

Some text about what the thing does and the diagram below

**Network Updates:**

Some text about what the thing does and the diagram below