

Game

textUI

Drawbridge
GreatStable
Throneroom
abandonedstables
armory
backpack
burningcastle
current_room
dragonlair
game_finished
greatbridge
kitchen
object_obtained
pantry
queenlake

__init__
create_rooms
do_go_command
pick_up_items
play
print_help
print_welcome
process_command
show_command_words

TextUI

Chamber