



notes: need to get user input & bring things together!

House

- print statements of where you are at
- print instructions of game (possibly move to Ghostbusters class?)
- create rooms here? using positions from Char class?

Character

- contains inventory Hashtable (true if in inventory)
- methods to move, take, expel ghost (need to add code to take in user input)
- position of character + can look around

Ghost

- constructed dif ghosts that need dif items to be expelled
 - change names eventually
 - Hashtable (true if present, false if already expelled from house)
- method to check status

Ghostbusters

- game running
 - create loop?
 - create method to restart game when you lose

bedroom 1

bedroom 2

kitchen

living room

