Individual rooms are built in Main Room BuildGame, then turned into furniture graphs and added to the big graph Rat interacts with Methods: Attributes: runGame Main Name **BuildGame** runGame Description Attributes: Rat animalGuess **Items** all rooms (break room, Attributes: **Furniture** chemistry room, **NPCs** hasBag hideyhole, rat room, roof, Hands Floor storage closet, testing roomGraph Bag room, outside) currentRoom Methods A corresponding graph for currentFurniture Constructor each room of type cook Null constructor furniture connecting all of Methods: In main Get methods for the attributes the places inside each method an Constructor buildItemList room object of type setCurrentRoom buildFurnitureList A graph connecting all of BuildGame getCurrentRoom buildNPCList builds the the rooms setCurrentFurniture game Methods: inventoryHands constructor inventoryBag Each room is reachable getHasBag made up of items goToFurniture and furniture handsFull changeRoom addToHands pickupltem **Furniture** switchToBag makeRooms Item extends item bagIncludes makeGraph Attributes: handsIncludes Get methods for each Name **Furniture (also includes NPCs)** addToBag room graph Edible Attributes: getItemHands Get methods for each Description Description dropltem room Methods: Name canCook Constructor Dialogue getCanCook Null constructor Methods: Furniture pieces are getDescription Constructor for furniture built in BuildGame, setDescription Constructor for NPC furniture then added to rooms getName Null constructor and furniture graphs toString setDialogue getEdible talk