

IPPO Coursework2 - Initial design

My initial design is shown in the following diagram, which contains:

- JavaFx View component for GUI
- Player class, holding the current status of player
- Controller class, which interacts with both View and Player, it is responsible for the logic control and status update.
- Room class, which saves the exits and pictures
- Direction class, which saves the directions of user and is responsible for turn left/right
- Item class, which is used to set/get items.

