WorldDataFactory.c

Room\* Room5\_Build()

{

Room\* room = NULL;

room = Room\_Create("You see a rundown house with a dog sitting before it.\n");

Room\_AddRoomExit(room, "north", 2);

Room\_AddRoomExit(room, "east", 6);

Room\_AddRoomExit(room, "south", 8);

/\* TODO REQUIRED: Add a gold piece to the list of items in the room \*/

ItemList\_AddItem(Room\_GetItemList(room), Dog\_Build());

/\* return the new room \*/

return room;

}