**WorldDataFactory.c**

/\* This room was done by Andrew \*/

Room\* Room10\_Build()

{

Room\* room = NULL;

room = Room\_Create("You are in an old pet store and you can only see a singular jar of peanut butter on a shelf\n");

/\* Exits

add one or more exits to allow navigation between rooms \*/

Room\_AddRoomExit(room, "north", 7);

Room\_AddRoomExit(room, "west", 9);

/\* Items add items to the room \*/

ItemList\_AddItem(Room\_GetItemList(room), PeanutButter\_build());

/\* return the new room \*/

return room;

}