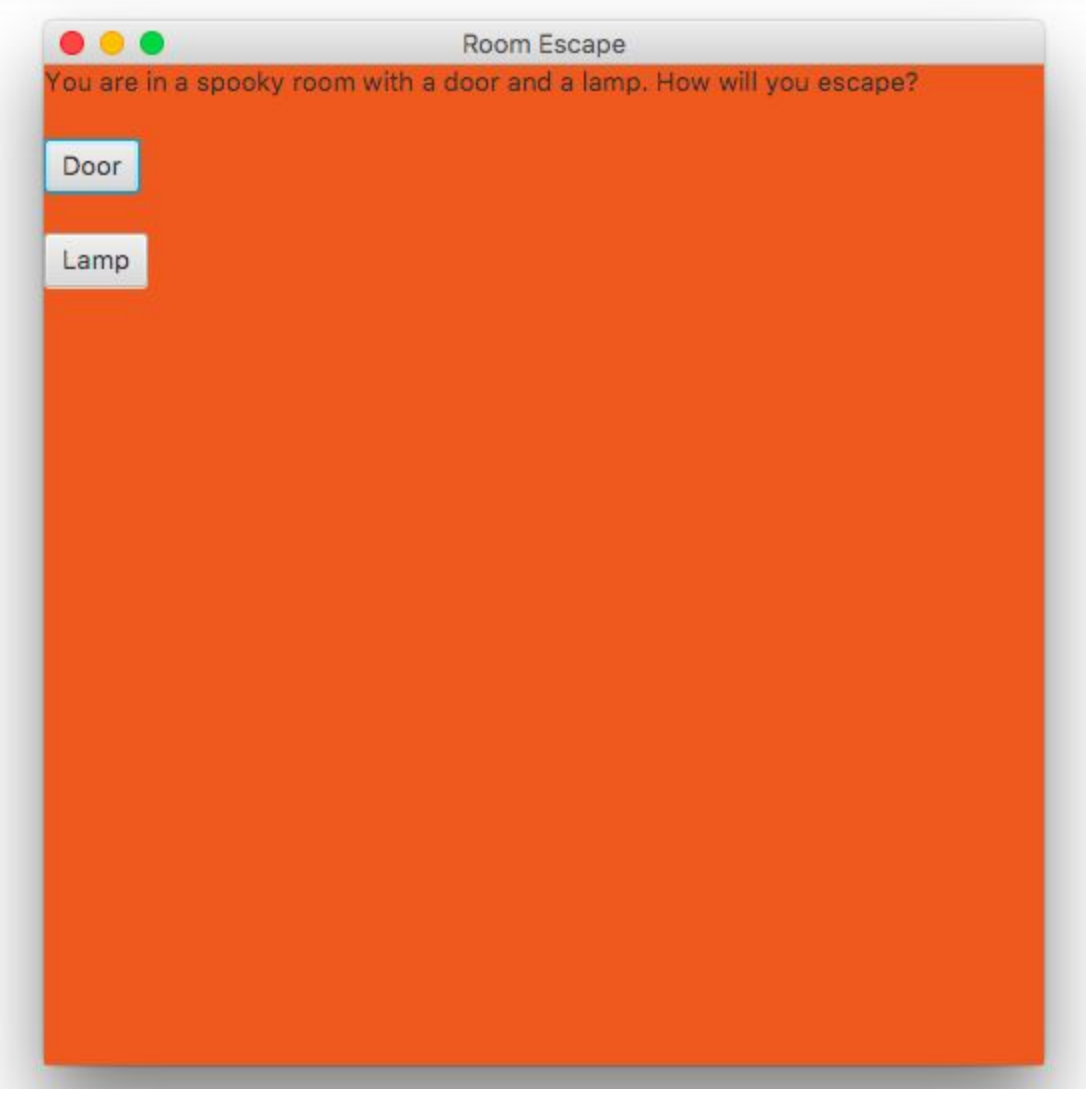
Lab Name:	GUI - Room Escape (Lab 1)
Topics:	Tutorials 1 - 4
Level:	Maximum (10 points)
Description:	Write a JavaFX program that displays multiple scenes. Each scene should describe a room and give the user buttons they can click in an attempt to escape. The program should have at least three questions and five scenes.
Example:	
Extensions:	• Create more options or more complex ways of escaping. • Add some color to your scenes. • Allow the user to go back if they get a question wrong.