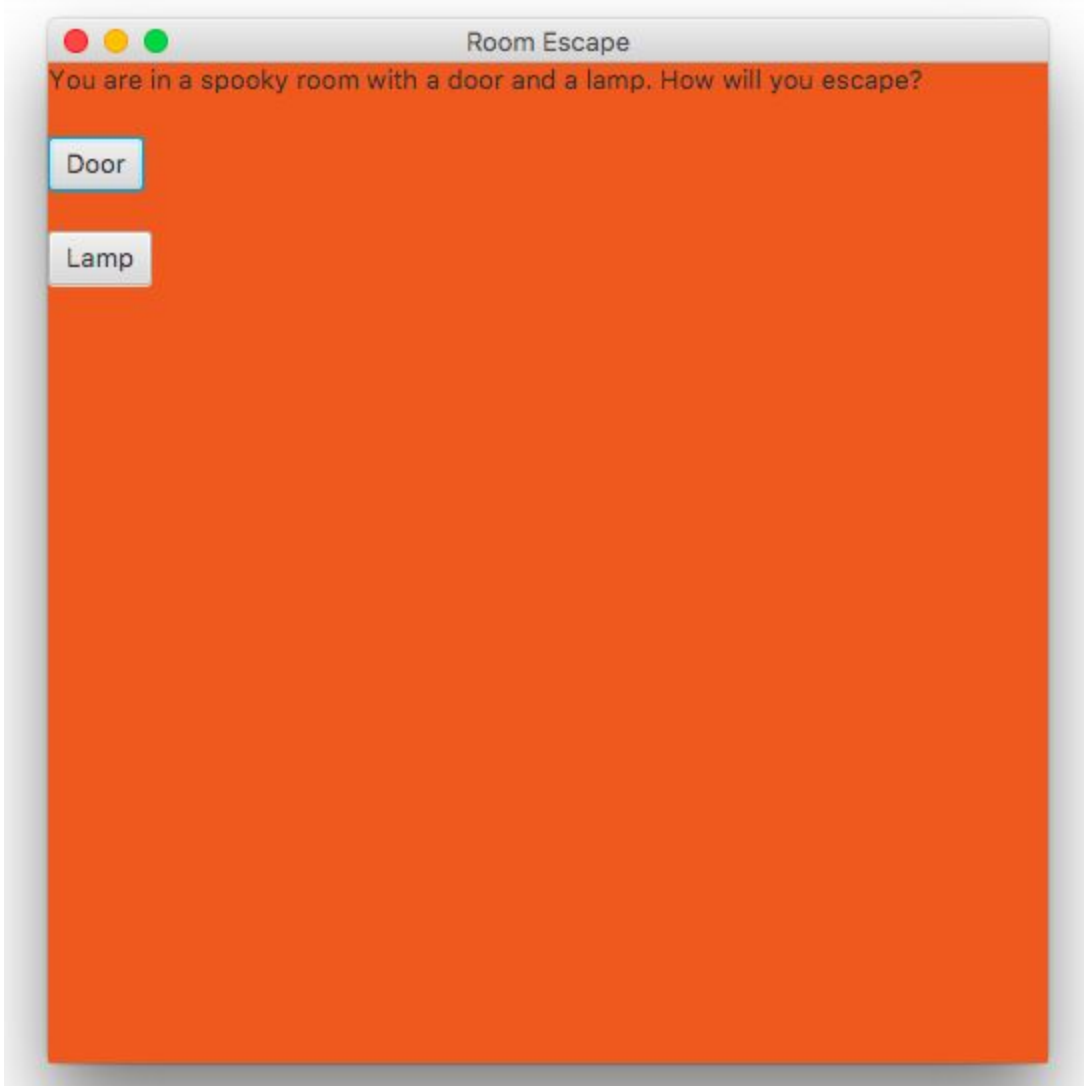


Lab Name:	GUI - Room Escape (Lab 1)
Topics:	Tutorials 1 - 4
Level:	Maximum (10 points)
Description:	Write a JavaFX program that displays multiple scenes. Each scene should describe a room and give the user buttons they can click in an attempt to escape. The program should have at least three questions and five scenes.
Example:	 <p>The screenshot shows a JavaFX application window titled "Room Escape". The window has a standard macOS-style title bar with red, yellow, and green window control buttons. The main content area has a solid orange background. At the top, it says "You are in a spooky room with a door and a lamp. How will you escape?". Below this text, on the left side, are two buttons: "Door" and "Lamp". The "Door" button is light blue with a thin border, and the "Lamp" button is light gray with a thin border.</p>
Extensions:	<ul style="list-style-type: none"> • 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.

