A-Maze-ingly Retro Route Puzzle

Problem:

Write a program that will output a valid route one could follow to collect all specified items within a map. The map is a json description of set of rooms with allowed path and contained object.

exercize starts with an input of:

- json reppresentation of map
- starting room
- list of object to collect

```
Room type allowed fields
  id: Integer
  name: String
  north: Integer //referring to a connected room
  south: Integer //referring to a connected room
  west: Integer  //referring to a connected room
  east: Integer  //referring to a connected room
  objects: List  //of Objects

Object type allowed fields
  name: String //Object Name
```

Example:

Map

```
{
 "rooms": [
  { "id": 1, "name": "Hallway", "north": 2, objects: [] },
  { "id": 2, "name": "Dining Room", "south": 1, "west": 3, "east": 4, objects: []
},
  { "id": 3, "name": "Kitchen","east":2, objects: [ { "name": "Knife" } ] },
  { "id": 4, "name": "Sun Room","weast":2, objects: [ { "name": "Potted Plant" } ]
}
 ]
}
```

Input Start Room ID= 2

Input Objects To Collect= Knife, Potted Plant

Output

```
ID  Room          Object collected
---------------------------------
0   Dining Room   None
1   Hallway       None
2   Dining Room   None
3   Kitchen       Knife
2   Dining Room   None
4   Sun Room      Potted Plant
```

Additional Goals:

- TDD approach.
- Build a Docker container with runnable code inside so that we can mount a volume in it and test on different maps.