1. **Inventory System**:
   * I made a simple way for players to check what they’re carrying. If the inventory is empty, the game tells the player there's nothing in it. But if there are items, it lists everything they have collected so far.
2. **Unlocking Rooms with Keys**:
   * I created a system where players can use keys from their inventory to unlock certain doors. It checks if the player has the right key and if it matches the room’s lock.
   * If it’s the correct key, the room unlocks, and the player gets a message saying they successfully opened the door. If the room is already unlocked, the player is told to move ahead.
   * This makes the game feel more interactive since players have to find and use the correct keys in the right places.
3. **Using Items in Different Rooms**:
   * I also added functionality for players to use items in specific rooms. The game checks if the item can be used in the current location. If it’s not the right place, the player gets a hint to try using the item somewhere else.
   * This adds a bit of challenge, making players think about where certain items might be useful.
4. **Picking Up Items**:
   * Players can now pick up items they find in rooms and add them to their inventory. The game checks whether the item is already in their inventory or if it can even be picked up.
   * Once an item is picked up, it’s removed from the room to prevent the player from collecting duplicates.
5. **Dropping Items**:
   * I’ve also made it possible for players to drop items from their inventory back into the current room. This helps them manage what they’re carrying .