Continue working on the Home Tour application you started last week.

**Instructions**

Depending on how much of your Home Tour application you have done, you'll want to spend this time either...

1. Getting the methods outlined in the original instructions working. Make sure you have a functional prototype of at least two rooms that you can move between.  
     
   or if you already have that...
2. Expand your Home Tour app to support additional functionalities. Here are two ideas:
   1. Items in the house that a player can look at (Item being a new subtype of Fixture).
      * Some items might be able to picked up and added to the player's inventory. Then, they can be looked at no matter which room the player is in.
      * Maybe you expand your command parsing to support a secondary target, so you can *use* <item 1> on <item 2>.
   2. Doors that the player can open and close.
      * Doors are a new type of Fixture, but also count as exits from Rooms. So you'll need to refactor Room so exits are general Fixture references instead of rooms specifically.
      * Doors can be open or closed (open = true or false)
      * If a door is open, it should prevent movement to the next room

Both of these expansions can be trickier than they initially seem, so they're completely optional. If you have a functional prototype and aren't up to the challenge of expanding the *features* of your program, just add to the *content* (more rooms).