



```
go(?movable, ?room)
```

```
    ?movable is Movable, ?room is Room
```

```
pre ?movable room != ?room,  
    ?room !locked
```

```
eff ?movable room ?room
```

```
grab(?graber, ?pickable)
```

```
    ?graber is Graber, ?pickable is Pickable
```

```
pre ?graber holds nothing,  
    ?graber room = ?pickable room
```

```
eff ?graber holds ?pickable
```

```
unlock(?graber, ?room)
```

```
    ?graber is Graber, ?room is Room
```

```
pre ?room locked, ?graber holds keys
```

```
eff ?graber holds nothing,  
    ?room locked = false
```