Play.java
Where everything actually *happens*. Play.java allows players to move around the different Locations, Nodes, Areas, Buildings, etc. They can access their Inventory, say things that generate Responses, Save their place, and just generally play the game.

Locations.java
Locations is the file in which we initialize all the Nodes, Areas, and Buildings.

Node.java
This is an object we made that represents a place on the map. It points in the four cardinal directions, and its data is of type Area.

Area.java
This object represents an area on the map, holding info about things like the Buildings that the area contains

Buildings.java
These are located within the Areas. Each buildings object contains info about what you may encounter within that building.
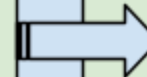
Save.java
This is the file where we provide methods to read from and write to a file, allowing the player to save their place and come back to it.

Responses.java
This contains a sort of 2D HashMap– it's used to store verbs and items and their responses.

Inventory.java
This contains the items the player has *taken*

Abilities.java
This contains the items the player has *taken* AND *used*.