* The first step in creating the xml is defining the adventure tag which is the over-all tag that encompasses the adventure.
* The next step in creating the xml is defining the player character with the player tag. Then the tags that must be defined are name, description, location, roomId, health weapon.
* Then you must create a rooms tag which will contain room tags which will allow for the creation of multiple rooms.
* Then you create your individual room tags which are individual rooms. The tags that must be mention for proper creation of a room are: name, description, contents which will contain items, a room id, and a north, south, east and west door id and is accessible tag for navigation through rooms.

All tags must be closed with the appropriate tag for successful object creation.