* Player
  + Store current room
  + Look will have method for viewing descriptions and exits
* ResourceManager
  + Room constructor will contain room number, description, and a Map<String, int>
    - Map stores key value of a string for directions(EAST, WEST, NORTH, SOUTH) and an int value that will refer to room ID’s
      * TODO: adding room IDs to Room Class
* Other Notes
  + REMOVE first puzzle to become a riddle only.
  + REMOVE the directions for UP and DOWN because there is only ONE special case for this on floor 3.
    - Replace floor 3’s UP and DOWN with the corresponding directions of N,E,S,W
* Floor Changes
  + Floor 1
    - There is a secret ending/room to the WEST of starting room.
      * Player is not notified by such existence.
      * Bad ending, player escapes, world is doomed
    - Room 1-3 to 1-6 is locked
      * Condition: can only be accessed from 1-6 to 1-3.
    - Room 1-8 to 2-1 is locked
      * Condition: Floor 1 Boss is beaten to unlock room
  + Floor 2
    - Room 2-9 to 3-1 is locked
      * Condition: Floor 2 Boss is beaten to unlock room
  + Floor 3
    - Room 3-1 to 3-10 is locked
      * Condition: Sentry Robot must be beaten to unlock room
    - Room 3-10 to 4-1 is locked
      * Condition: Required Security Bypass puzzle to be solved in order to access
    - Room 3-7 grappling hook
      * Condition: Bull Shark needs to be beaten in order to obtain grappling hook
    - Room 3-9 cannot traverse through
      * Condition: Required grappling hook in order to pass a chasm WITHIN room 3-9.
        + This could be replaced as a condition to access from room 3-9 to 3-10
    - Note: change directions up and down to N,E,S,W
  + Floor 4
    - Room 4-5 to 4-6 is locked
      * Condition: brain riddle is solved
    - Room 4-12 to 4-13 is locked
      * Condition: Required boss beaten and name riddle puzzle
    - REMOVE room 4-13, replace it with room 4-14
* Puzzle Class Notes
  + Puzzle class should contain sub classes for:
    - PuzzleItem
      * Changes label (within GUI class) only
    - PuzzleRiddle
      * Changes to new stage
* OTHER NOTES: (Maybe add, just ideas for now)
  + The addition of Control Classes for: Item, Player, Monster, Puzzle, Room
    - Each Control Class will have all the methods, separate from the main class that way it will look more “organized”. `