```java
/**
 * Door.java
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 * Date:12-10-16
 *
 * This class simulates a Door object in which it takes in a weight value, which corresponds to
 * a designated key, a message when the door is locked and a message when the door is unlocked.
 * Door locking/unlocking allows for another layer of fun for the player on top of the maze-like
 * structure of our game.
 *
 * Note that a weight of 0 means the door is unlocked and no locked msg is present.
 */

public class Door {
    private String lockedMsg, unlockedMsg;
    private int weight;

    /** Constructor */
    public Door(int weight,  String lockedMsg, String unlockedMsg) {
        this.weight = weight;
        this.lockedMsg = lockedMsg;
        this.unlockedMsg = unlockedMsg;
    }

    /** Checks to see if the key is the correct one to unlock this particular door.
      * @param: Key checkKey @return: boolean rightKey*/
    public boolean rightKey(Key key){
        return GameMap.getAllKeys().get(weight).compareTo(key) == 0;
    }

    /** Returns the weight of the door. */
    public int getWeight() {
        return weight;
    }

    /** Returns the unlocked message of the door. */
    public String getUnlockedMsg() {
        return unlockedMsg;
    }

    /** Returns the locked message of the door. */
    public String getLockedMsg() {
        return lockedMsg;
    }

    /** Returns whether the door is locked or not. */
    public boolean isLocked() {
        return weight > 0;
    }

    /** Returns formatted String representation of Door object. */
    public String toString() {
        return weight + " || " + lockedMsg + " || " + unlockedMsg;
    }
}
```