**Methods:**

|  |  |
| --- | --- |
| Identifier: | getName() |
| Parameters: |  |
| Return Value: | **String** – A String representing the name of the Exit. |
| Other: |  |

|  |  |
| --- | --- |
| Identifier: | getDescription() |
| Parameters: |  |
| Return Value: | **String** – A String representing a description of the Exit. |
| Other: |  |

|  |  |
| --- | --- |
| Identifier: | getTransition() |
| Parameters: |  |
| Return Value: | **String** – A String representing the text to display when moving through this Exit. |
| Other: |  |

|  |  |
| --- | --- |
| Identifier: | getDestination() |
| Parameters: |  |
| Return Value: | **Room** – The Room to which this Exit connects. |
| Other: |  |

|  |  |
| --- | --- |
| Identifier: | getRequiredItem() |
| Parameters: |  |
| Return Value: | **Item** – The Item required to travel through this Exit. |
| Other: |  |

|  |  |
| --- | --- |
| Identifier: | getCreatureBlocks() |
| Parameters: |  |
| Return Value: | **boolean** – Whether or not a Creature in a Room will block this Exit. |
| Other: |  |

|  |  |
| --- | --- |
| Identifier: | setDestination(Room destination) |
| Parameters: | destination – The Room where you will end up in when traveling through this Exit. |
| Return Value: |  |
| Other: |  |

|  |  |
| --- | --- |
| Identifier: | setRequiredItem(Item item) |
| Parameters: | item – The Item required to travel through this Exit. |
| Return Value: |  |
| Other: |  |

|  |  |
| --- | --- |
| Identifier: | setCreatureBlocks(boolean value) |
| Parameters: | value – Whether or not a Creature in the Room will block travel through this Exit. |
| Return Value: |  |
| Other: |  |

**Constructor methods:**

There are no specific requirements for Constructor methods. It is suggested that you have a Constructor that takes arguments to specify the name, description, and transition text for the Exit or you will need to create additional mutator methods to modify those instance variables.