**Methods:**

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

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

|  |  |
| --- | --- |
| Identifier: | getExit1() |
| Parameters: |  |
| Return Value: | **Exit** – The first Exit from this Room. |
| Other: |  |

|  |  |
| --- | --- |
| Identifier: | getExit2() |
| Parameters: |  |
| Return Value: | **Exit** – The second Exit from this Room. |
| Other: |  |

|  |  |
| --- | --- |
| Identifier: | getExit3() |
| Parameters: |  |
| Return Value: | **Exit** – The third Exit from this Room. |
| Other: |  |

|  |  |
| --- | --- |
| Identifier: | getExit4() |
| Parameters: |  |
| Return Value: | **Exit** – The forth Exit from this Room. |
| Other: |  |

|  |  |
| --- | --- |
| Identifier: | getSecretExit() |
| Parameters: |  |
| Return Value: | **Exit** – The secret Exit from this Room. |
| Other: |  |

|  |  |
| --- | --- |
| Identifier: | getItem() |
| Parameters: |  |
| Return Value: | **Item** – The Item currently in this Room. |
| Other: |  |

|  |  |
| --- | --- |
| Identifier: | getCreature() |
| Parameters: |  |
| Return Value: | **Creature** – The Creature currently in this Room. |
| Other: |  |

|  |  |
| --- | --- |
| Identifier: | setName(String newName) |
| Parameters: | newName – A String representing the new name for this Room. |
| Return Value: |  |
| Other: |  |

|  |  |
| --- | --- |
| Identifier: | setDescription (String newDescription) |
| Parameters: | newDescription – A String representing the new description for this Room. |
| Return Value: |  |
| Other: |  |

|  |  |
| --- | --- |
| Identifier: | setExit1(Exit exit) |
| Parameters: | exit – The Exit to which the first Exit in this Room should be set. |
| Return Value: |  |
| Other: |  |

|  |  |
| --- | --- |
| Identifier: | setExit2(Exit exit) |
| Parameters: | exit – The Exit to which the second Exit in this Room should be set. |
| Return Value: |  |
| Other: |  |

|  |  |
| --- | --- |
| Identifier: | setExit3(Exit exit) |
| Parameters: | exit – The Exit to which the third Exit in this Room should be set. |
| Return Value: |  |
| Other: |  |

|  |  |
| --- | --- |
| Identifier: | setExit4(Exit exit) |
| Parameters: | exit – The Exit to which the forth Exit in this Room should be set. |
| Return Value: |  |
| Other: |  |

|  |  |
| --- | --- |
| Identifier: | setSecretExit(Exit exit) |
| Parameters: | exit – The Exit to which the secret Exit in this Room should be set. |
| Return Value: |  |
| Other: |  |

|  |  |
| --- | --- |
| Identifier: | setItem(Item item) |
| Parameters: | item – The Item to put in this Room. |
| Return Value: |  |
| Other: |  |

|  |  |
| --- | --- |
| Identifier: | setCreature (Creature creature) |
| Parameters: | creature – The Creature to put in this Room. |
| Return Value: |  |
| Other: |  |

**Constructor Methods:**

There are no required constructor methods, however you may want to create multiple constructor methods that take varying degrees of parameters based on the types of Room objects you will need to construct.