**Methods:**

|  |  |
| --- | --- |
| Identifier: | getStartingRoom() |
| Parameters: |  |
| Return Value: | **Room** – The Room in which the adventure should start. |
| Other: |  |

|  |  |
| --- | --- |
| Identifier: | getEndingRoom() |
| Parameters: |  |
| Return Value: | **Room** – The Room in which the adventure should end. |
| Other: |  |

**Constructor Methods:**

|  |  |
| --- | --- |
| Identifier: | World(Room startingRoom, Room endingRoom) |
| Parameters: | startingRoom – The Room in this World in which the adventure starts.  endingRoom – The Room in this World in which the adventure ends. |
| Return Value: |  |
| Other: |  |