Package ass3.mygame

Class RoomCreation

java.lang.Object
    ass3.mygame.RoomCreation

```
public class RoomCreation
extends java.lang.Object
```

RoomCreation class stores list of rooms in game. Each room links to at least one other room in a particular direction.

Version:

5.0

Author:

Cam Chuong Lac, Margi Patel

Constructor Summary

Constructors

Constructor	Description
RoomCreation ()	Constructor of RoomCreation, initialise the ArrayList of item and run `createRooms()`.

Method Summary

All Methods   Instance Methods   Concrete Methods

Modifier and Type	Method	Description
Room	**getRoom** (java.lang.String stringRoom)	Method to get room object from the room list using room name.

Methods inherited from class java.lang.Object

```
clone, equals, finalize, getClass, hashCode, notify, notifyAll,
toString, wait, wait, wait
```

Constructor Details

RoomCreation

```
public RoomCreation()
```

Constructor of RoomCreation, initialise the ArrayList of item and run `createRooms()`.

Method Details

getRoom

```
public Room getRoom(java.lang.String stringRoom)
```

Method to get room object from the room list using room name.

Parameters:

`stringRoom` - The name of the room that needs to be returned.

Returns:

the room that has been requested.