Issues found with code so far:

Take Key – It has a shape of a heart was taken; Instead of it, it should be Key was taken.

Inspect Key – Doesn’t work – You have inspected the key/display a message

Use Key – Doesn’t work - You have used the key/display a message

Drop Key – If you do it when the item is not there, the message should be: You do not have that item in inventory.

You cannot take frontGateKey

Need to figure out which room you are in and what items you have

Then each actions should have response

You are You are at the castle.

Exists: east, south (Give steps to follow afterwards here) – Go + Direction etc.

You can choose items from: sword, key

You can take what you want now.

Whenever you use take, display item name, not the item description.

Go east then there is no instruction to go further – we are stuck.

Go south then there is an exit for north.

But it says You are There is a giant… - Correct this msg

Use item – Display message that it is used.

Go north – only exit is north – Basically it is a loop.