Item

- Name
- Description
- Takeable boolean
- Wearable boolean
- Consumable boolean
- Visible boolean
- Getters and setters for above
- toString

Name

- Description
- Inventory of Items
- HashMap matching String directions to adjoining Rooms

Room

- Getters and setters for above
- Check if room has x item
- add/remove from inventory
- toString

dependent

Container

- Inventory
- Inventory cap
- Open boolean
- Lockable boolean
- Locked boolean
- Key
- Getters and setters for above
- Check if this has x item
- Add/remove from inventory

parent-child

dependent

Book

- **Text**
- Readable boolean
- keyword
- Getters and setters for above

Player

- Inventory of Items
- Inventory cap
- dependent Sight boolean
 - **Current Room**
 - Getters and setters for above
 - Examine item
 - Examine room
 - Take item
 - Check if player has x item
 - Remove x from inventory
 - Put item in other item
 - Drop item
 - Go to room in x direction
 - Read book
 - Open container
 - Unlock container
 - Wear item
 - (private) print items player can see