Musem Class

Game Loop is in this class

In Progress

Room Class
Finished
- name: String
- String desc
- int RoomChoices
- ArrayList<Artifact> inventory

- pickUp( )   - fight( )
- drop( )
- showOptions( )

Artifact Class

- String name
- String desc
double value

Finished

Enemy Class

- String name
- String desc
double health

Finished

PortraitRoom

Finished!

ApotheocaryRoom

Finished!

HistoricRoom

Finished!

SculptureRoom

Finished!

WeaponsRoom

Finished!

AnimalsRoom

Finished!

All rooms above are instances of room class!

Color Key:
Red - Inheritance
Blue - Instances

Mikayle Despaigne and Alanna Town