ARCHITECTURE DIAGRAM.

Main
- main method

Item *all this.*
- name
- description
- isEdible
- isDrinkable
- isClimbable
- isTakeable
- isJumpOffable
- hasParent
- hasChild

- Getters
- Setters

Room
- this.name
- this.description
- this.addressing
- this.game

- getters
- addItem( )
- lookAround
- conversation( )

isInRoom
↳ item
↳ string
- returnItem

Game
- this.Kitchen
- this.garden
- this.bedroom
- this.parlor
- this.bathroom
  this.map
- this.current
- this.stuckInBath
- this.start

+ associated items
- this.holding
- this.climbedOn
- this.haveDrink
- this.haveEaten
- this.readyToNap
- this.success

- slowPrint( )
- canNap( )
- printNapStatus( )
- getNeighbors( )
- isARoom

- play( )

- turnNameToRoom
- Getters
- Setters
- getTime Seconds( )
- timeConvert

Kitchen

- name
- description
- game

Parlor
- name
- description
- game

- Conversation( )

Garden
- name
- description
- game

Bathroom

- name
- description
- game

- Conversation( )

Bedroom

- name
- description
- game

- conversation( )

each room child class has an aggregation relationship w/ item but was 2 hard to draw