**Text Adventure Game Documentation**  
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**Project Overview:**  
A text-based adventure game implementing OOP principles in Python. The game allows players to explore interconnected rooms, interact with items, and solve puzzles to achieve a defined objective.

**Classes:**

1. **Player:**
   * Attributes: name, inventory, current\_room
   * Methods: move(direction), pick\_up(item), drop(item)
2. **Room:**
   * Attributes: name, description, items, exits
   * Methods: describe(), add\_item(item), remove\_item(item)
3. **Item:**
   * Attributes: name, description, is\_collectible
   * Methods: use(), inspect()
4. **Game:**
   * Attributes: rooms, player
   * Methods: start\_game(), process\_command(command), check\_victory()

**Key Features:**

* **Interactive Gameplay:** Players can navigate rooms using text commands like "go north" or "pick up key."
* **Inventory System:** Items can be collected, inspected, and used to solve puzzles.
* **Dynamic Descriptions:** Room and item descriptions change based on the player's actions.

**Challenges:**

* Designing interconnected room layouts.
* Implementing a parser for varied player inputs.
* Balancing difficulty to ensure engaging gameplay.

**Future Improvements:**

* Add more complex puzzles and multiple endings.
* Implement a save/load feature.
* Introduce NPC interactions for deeper storytelling.