The exit is only available after the move count has reached three. Once this happens then the exit door becomes available in room 1. I did have to follow my design layout to test the program. I first tested with labels on to make sure that the doors were leading to the correct rooms. I then tested to make sure that I was able to access the exit only after three moves. After I made sure this worked I tested with no labels. For this I really had to follow the design and keep track of exactly were I was.

