Design:
The goal is to make a maze with the base class room. There will be 5 children normal room, keyroom, exit room, slide room, and multiroom. The key room allows the player to get a key. Multi room creates a portal room. The slide room breaks as a trap. The normal room does nothing but will tell the user if a slide room is near. The goal of the game is to escape. The player will have 50 turns to find the exit and optionally all the easter eggs.

Test case	**Input**	**Driver**	**Expected**	**Observed**
Can get to keyroom	sseese	move()	“You have found the key room, grab it and run to the exit”	“You have found the key room, grab it and run to the exit”
Can get to exit from keyroom	nnwwswwnwn	move()	“You have found the exit but it is locked”	“You have found the exit but it is locked”
Can pick up key	Gl (while in keyroom)	getKey()	“You have a key”	“You have a key”
Can use key	P (while in exitroom)	putKey()	“You have escaped and grabbed x/3 easter eggs”	“You have escaped and grabbed x/3 easter eggs”
Can pick up items	Gl (while in 10 17 or 20)	get()	“You have: X Y z”	“You have: X Y z”
Special function works in each room	A (in normal room, keyroom, exit room, slide room, multiroom)	action()	Various outputs for each room.	All outputs were observed
Can display connected rooms and items	l	list()	“There is an exit to the: N E S W”	“There is an exit to the: N E S W”
Multi room creates a new room and destroys it	aa	action()	“There is and exit to the east” “There is no exit to the east”	“There is and exit to the east” “There is no exit to the east”