

Your assignment is to write a small text adventure game.

- The game world consists of 5 rooms with the following paths between them:
E
|
A - B
| |
D - C
- The player starts in room A
- The path between A and E is blocked by a locked door
- In room C lies the key that enables the player to pass the locked door
- The game should respond to the following commands:
 - look
 - go [direction], where direction is one of the compass directions n, e, s, w
 - get [item]
- The game ends when the player manages to reach room E

Implementation pointers:

- Don't use any non-standard libraries
- Express your coding style in the design of the implementation
- Make your implementation elegant; as simple as possible, but not trivial
- Make it extensible where you think it matters
- Think about ownership and dependencies
- Make sure the player gets reasonable feedback on actions, both failed and successful
- Feel free to give your own description of rooms and objects

glhf!

Here's a play-through of an example implementation:

A cold room

```
>> go n  
a strong iron door is blocking the way in that direction.
```

```
>> go e
```

A dusky room

```
>> go s
```

A hot room

I can also see the following:

a shining key

>> get key

You pick up a shining key.

>> go w

A bright room

>> go n

A cold room

>> go n

You use a shining key to unlock a strong iron door.

A nice garden

Congratulations you've escaped!