

## Lab 4 Part c

Next up is the design of the doors mechanism. Let's refresh ourselves on the basics of how that is meant to work with a GitHub issue to "implement doors mechanism":

We need to manage the doors involved in the game. There are two possibilities in terms of str

We'll opt for the first approach. We will have a 'Door' class, which represents the idea of a

- There are two pieces of information we need to store for a door: Whether it is a winning door
- A door should start closed, and we should have a method for opening it.
- We should have methods to test if a door is a winning door or a losing door.
- We should also have methods for setting the win/lose status of the door.

Make sure to add the "doors" label to this issue, and to add it to our milestone.