* rooms (list of Room)
* objects (list of Object
* players (list of Player)
* name
* start-room (Room)

Room

* name
* eastExit
* northExit
* westExit
* southExit
* objects (list)

Exit

* foud (bool)
* name

Object

* name
* requires

Player

* discordId

Requirement

A requirement. Has a reference to an object and a verb to fulfill the requirement. This requirement could be tied to a Green Door, which needs the object Green Key to be used in conjunction with Use. Use Green Key on Green Door.

* object
* verb