IPPO assignment 2
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1. Design changes

Several supplements are added.
The model is divided into several pieces: Model, Wall, Room, RoomsMap, Direction, Player.

The whole Model part:

Model class: Model is the core of processing the command from the controller. In a model, there are several rooms, players and walls.

Direction class: The direction is an enum which contains North, East, West, South. And it has the function which would return back the right orientation of current orientation or the left.

Room class: Each room has four walls and four directions. The room has the function to check which direction could be an exit direction.

RoomsMap class: contains the hashmap, when input the real name of the room(i.e "bedroom"), it will get the Room of this string.

Wall class: has the function to remove or add item and return the items' names in the wall(which can be picked up by user)

Player class: the lowest part of execute the command given by user. Containing the current direction and the current room.

2. Extra comments

First of all, I want to thank Mr.Paul, I cannot come up with the new design in the last part without the inspiration from the classroom session on Wednesday 18th in November.

And then I want to express thank to tutor Mr.Zhao, it's him who pointed out how bad the design I have created before. And from then on I have the clear mind to modify my design and improve it.

Also I have gone through the assignment1 to seek for some classes design idea, it did help me a lot.