Item.java

1. Create a new Java Application project,
2. Add a new class called Item.java,
3. Create a String array containing the messages to present the user after exploring an item,
4. Create an enumeration containing the name of each item,
5. Create an empty constructor,
6. Create a method that returns a string with the corresponding message from the array.

Messages.java

1. Create a helper class called Messages.java,
2. Declare and initialize constants to hold messages for each item.

Room.java

1. Add a new class to the project called Room.java that extends the Item.java class,
2. Import necessary libraries,
3. Declare constants with the relative path to the images to be used,
4. Declare constants with the x-y coordinates for the images,
5. Declare and initialize variables,
6. Create a constructor to display the main window,
   1. Create a method to display the main window,
7. Create a method to handle the living room,
8. Create a method to handle the dining room,
9. Create a method to handle the second floor,
10. Create a method to handle the master bedroom,
11. Create an initialization method that prompts the user to select one of the three main locations and loops until the user decides to leave,
    1. If the user selects the living room, call the living room method,
       1. Prompt the user to enter the bathroom or select the chest or the TV,
          1. If the user decides to explore any item, display the appropriate message,
          2. Else, advance to the bathroom,
             1. Prompt the user to select an item,
             2. Display the appropriate message based on selection,
          3. Prompt the user if they want to play again,
             1. If the user selects no, exit the loop,
             2. Else, repeat the loop.
    2. If the user selects the dining room, call the dining room method,
       1. Prompt the user to enter the kitchen or select the candelabra,
          1. If the user decides to explore the item, display the appropriate message,
          2. Else, advance to the kitchen,
             1. Prompt the user to select an item or enter the pantry,

If the user selects an item, display the appropriate message based on selection,

Else, advance to the pantry

Prompt the user to select an item, display the appropriate message based on selection,

* 1. If the user selects the second floor, call the second floor method,
     1. Display the second floor image,
     2. Prompt the user to enter the master bedroom, bedroom 1 or bedroom 2,
        1. If the user selects the master bedroom, call the method to handle the master bedroom,
           1. Prompt the user to select an item or enter the bathroom,

If the user selects an item, display the message,

Else, enter the bathroom,

Prompt the user select an item,

Display the appropriate message,

Prompt the user if they want to play again,

If the user selects no, exit the loop,

Else, repeat the loop.

* + - 1. If the user selects bedroom 1, prompt the user to select an item or enter the common bathroom,
         1. If the user selects an item, display the appropriate message,
         2. Else, prompt the user to enter bedroom 2 or select an item

If item selected, display message,

Prompt the user if they want to play again,

If the user selects no, exit the loop,

Else, repeat the loop.

Else, enter bedroom and update the current location variable,

* + - 1. If the user selects bedroom 2, prompt the user to select an item or enter the common bathroom,
         1. If the user selects an item, display the appropriate message,

Prompt the user if they want to play again,

If the user selects no, exit the loop,

Else, repeat the loop.

* + - * 1. Else, prompt the user to enter bedroom 1 or select an item

If item selected, display message,

Else, enter bedroom and update the current location variable,

1. Prompt the user if they want to play again,
   1. If the user selects no, exit the loop,
   2. Else, repeat the loop.

HauntedHouseGameLauncher.java

1. Create a new tester class.
2. Import the necessary libraries,
3. Declare a main method,
   1. Create a new object of type Room,
   2. Call the initialization method of the object.