



The real benefits of separating rooms and items in the design can be seen if we change the specification a little: in a further variation of our game, we want to allow not only a single item in each room, but an unlimited number of items. In the design using a separate `Item` class this is easy: we can create multiple `Item` objects and store them in a collection of items in the room.

With the first, naïve approach, this change would be almost impossible to implement.

