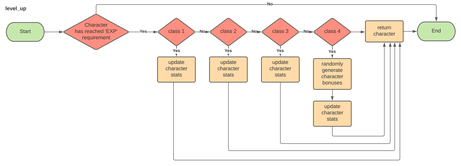
game_map

level_up

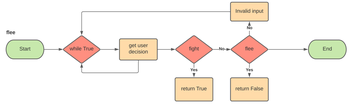


random_death

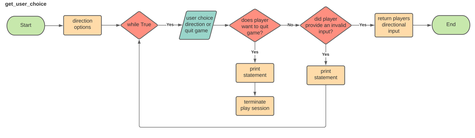
random_elixir_potion

flee_penalty

flee



get_user_choice



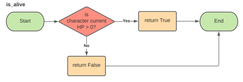
describe_current_location

make_board

user_name

final_boss

is_alive



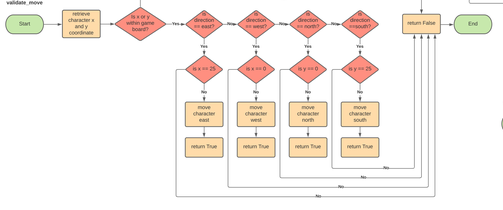
check_for_foes

check_if_goal_attained

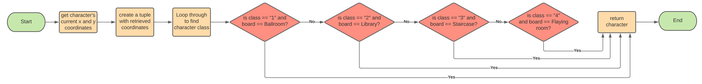
make_character

move_character

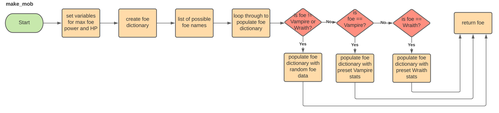
validate_move



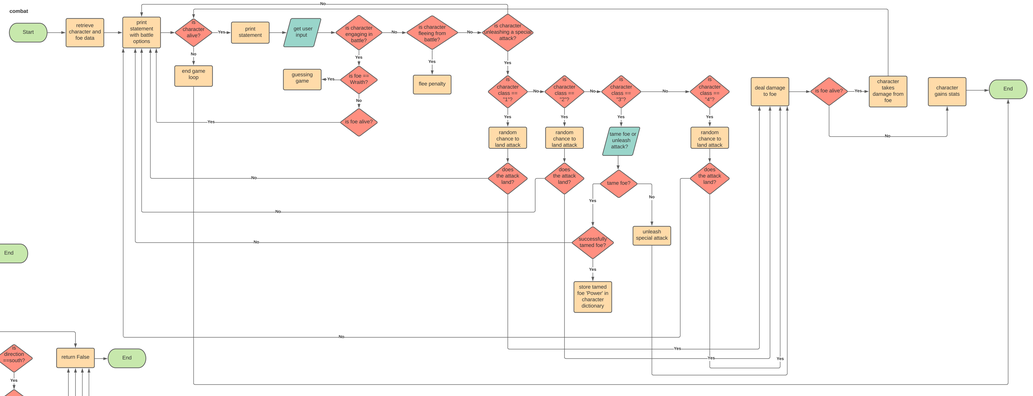
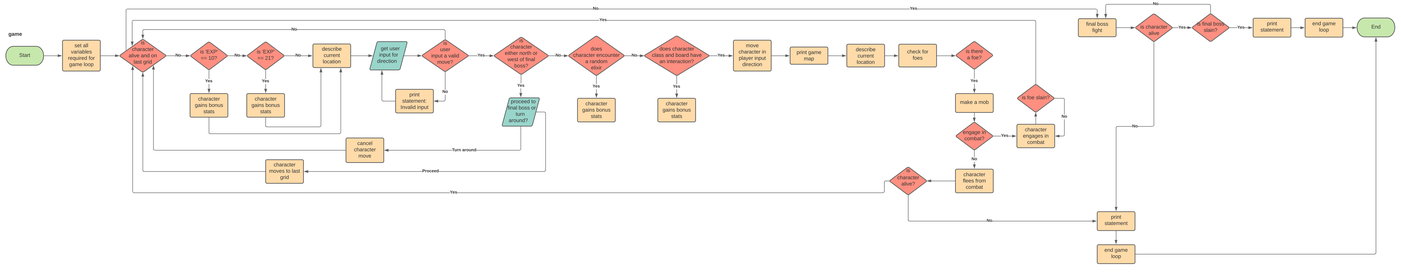
class_board_interaction



make_mob



combat



game