* I added in two new command functions: ***execute\_explain*** and ***execute\_give***.

The execute\_explain function prints the description of an item the player wants to be explained.

For example, the command ***explain id*** would print the description of the id card item, and then repeat through the game loop.

The execute\_give function takes the player’s chosen item out of his/her inventory and transfers it to the inventory of the character in the current room.

For example, when the player is in Tiger Tiger, the command ***give phone*** would transfer the phone item from the player’s inventory to the character Joe’s inventory.

Both of these functions follow the same principles as the take, go and drop functions.

* I added in some ***time.sleep()*** statements to areas where information would be printed, to give the player a chance to read through the text.
* I created a new ***characters.py*** file which contains dictionaries of all the different characters that are in the various rooms in the game.

Each character dictionary contains two entries: “id” and “items”:

* “id” refers to the name of the character and how the character should be referenced when writing code.
* “items” is a list inside the dictionary which contains all of the items that the character is “carrying”.

Because of this, the ***map.py*** file has also been updated to give each room dictionary a “character” entry, which contains the name of the character who is found in the specific room.

For example: ***“character”: character\_Jaz***