**Data Dictionary**

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| Name of Variable | Data Type | Process |
| FPS | integer | Shows how clock ticks per second |
| Screen size | integer | The size of the screen |
| Screen | integer | Tells pygame how big the screen is |
| Black | integer | The colour black |
| Trapped chance | integer | The chance for a player to get trapped |
| Trapped | Boolean | Is the player trapped or not |
| Stuck in trap | integer | Is the player in the trap |
| Remove trap | integer | Remove the trap to let the player continue the game |
| run | Boolean | To start the main loop |
| Current room | string | This keeps track of what room the player is in |
| Death counter | integer | How many times has the player died |
| Self.BG | string | This loads the background image |
| Self.doors | array | This is how many doors are in the room |
| Self.music | string | This is the music for the room |
| Self.speech | string | This is the speech for the room |
| Self.img | string | This loads the image of the door |
| Self.rect | integer | This is the images coordinates |
| Self.destination | string | This is the destination of the door |
| Self.clicked | Boolean | To check if the mouse have been clicked or not |
| Self.new\_x | integer | This is to increase the size of the image in the x- direction |
| Self.new\_y | integer | This is to increase the size of the image in the y-direction |
| Self.old\_x | integer | This is the original size of the door in the x-direction |
| Self.old\_y | integer | This is the original size of the door in the y-direction |
| Self.rect.topleft | integer | This top left coordinates of the image |
| Self.x | integer | This where on the screen the image should be placed in the x-direction |
| Self.y | integer | This where on the screen the image should be placed in the y-direction |
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