

Here is the complete list of functions across all files, purposes, what they call and get called by

Character_develop_funcs.cpp

1. **hasEquippedWeapon()**
 - **Purpose:** Check if the player has a weapon equipped.
 - **displayInventory()** in **Game_inventory_functions.cpp**
 - **runGameLoop()** in **Game_functions_eli.cpp** (indirectly through inventory management)
 2. **Player()**
 - **Purpose:** Constructor for the Player class to initialize player attributes (name, class, level).
 - **Called by:** Instantiated when a new player is created in the game loop.
 3. **getPlayerName()**
 - **Purpose:** Get the player's name.
 - **Called by:** Initialization functions and game setup.
 4. **rollStats()**
 - **Purpose:** Roll for character stats.
 - **Called by:** Character creation and stat confirmation functions like **confirmStats()**.
 5. **showStats()**
 - **Purpose:** Display the player's rolled stats.
 - **Called by:** Character creation and reroll scenarios in **confirmStats()**.
 6. **confirmStats()**
 - **Purpose:** Ask the player if they are satisfied with their rolled stats and reroll if necessary.
 - **Calls:** **rollStats()**, **showStats()**.
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Game_functions_eli.cpp

1. **printStrobingText()**
 - **Purpose:** Display text with a strobing effect for a specified duration.
 - **Called by:** **main()** to display the game title.
 2. **runGameLoop()**
 - **Purpose:** Continuously prompt the player for input and execute commands (e.g., checking inventory, stats, or quitting the game).
 - **Calls:** Inventory, stat-related functions (e.g., **displayInventory()**).
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Game_inventory_functions.cpp

1. **displayInventory()**
 - **Purpose:** Display the player's inventory and allow interaction with items.
 - **Called by:** **runGameLoop()** when player chooses the inventory command.
 - **Calls:** **displayItemDetails()**, **isEquipped()**.
 2. **displayItemDetails()**
 - **Purpose:** Show detailed information about a specific item.
 - **Called by:** **displayInventory()** when focusing on an item
 3. **isEquipped()**
 - **Purpose:** Determine if a specific item is equipped by the player.
 - **Called by:** **displayInventory()**
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GameMainStuff.cpp

1. **main()**
 - **Purpose:** The main function, initializing the game by seeding the random number generator, displaying the strobing title, and showing the welcome message.
 - **Calls:** **printStrobingText()**, **runGameLoop()**
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item_constructors_dmg_shifts.cpp

1. **Item()** (Default Constructor)
 - **Purpose:** Initialize an item with default values, such as an empty name, magical classification, and zero damage.
 - **Called by:** Item initialization in **initializeGameItems()** and when creating new items.
 2. **Item()** (Parameterized Constructor)
 - **Purpose:** Initialize an item with custom values like name, description, classification, combat type, damage, and other modifiers.
 - **Called by:** **addItem()** when a new custom item is created.
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gameItems.cpp

1. **addItem()**
 - **Purpose:** Helper function to add a new item to the game's item list, using provided details like name, description, classification, and stats.
 - **Calls:** **Item()** (Parameterized Constructor).
 - **Called by:** **initializeGameItems()**.
2. **initializeGameItems()**
 - **Purpose:** Initialize the items in the game by clearing any existing items and adding new ones.
 - **Calls:** **addItem()** to populate items.