

Python-Based Text Game

Requirements:

- Player Type Selection: allow players to choose their character type. Set attributes based on the choice (e.g. wizard: magic = 10, knight: magic = 0)
- Inventory Display: Implement a function to show the player's inventory
- Item Details Write a function to provide detailed information about an inventory item (e.g. Knife: "forged in the depths of Polymar", + 5 magic, edged weapon, one-handed)
 - Bonus: Calculate bonuses when equipping and unequipping items
- Inventory Management: Create functions to add and remove from the inventory
- Persistence: Ensure the game can save and reload the player's character using files

Focus on building the player and inventory system for your text-based adventure game. The map and gameplay can be developed later.

Game Features:

- Player Profile: Include Player Stats
- Inventory System: Implement a bag to hold items
- Items: Include 10 items, each with a description and trait (e.g. +5 magic)
- Concepts: utilize functions, loops, arrays, classes, and constants. files and constructs may be used.
- Code Quality: keep code clean and consider various player needs

Additional Features:

- Items/ shop items and enemies scale with game progression
- Item drop is based on selected class
- Player stats scale with level
- Levels are gained with exp from progressing
- Game is "infinite" as long as player stays alive (rogue-like) unless exit is selected
- player stats and progression are presented upon death

