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The objective of this assignment (Lab 5), was to implement a simplified version of a computer terminal game, we focused of developing our own custom classes and learning how to create and use objects of these classes.

The functions and their roles are;

def set\_location(self, location):

-Sets the location for the treasure.

def get\_location(self):

-Gets the current location

def pick\_up(self):

-This function is meant to pick up any object whether a weapon, food, gold or armor and adds it to the inventory.

def drop(self, location):

-This function is meant to drop any object whether a weapon, food, gold or armor from the inventory.

def move(self, command):

-This function takes different moving commands, up, down, right, and left.

def print\_inventory(self):

-Shows the list of all items being carried by the player.

def get\_new\_empty\_location(self):

-This function makes sure that nothing is being printed in the same cell, if a cell is occupied it looks for another one.

def print\_level(self, player):

-Displays current level

The most important variables used are;

EMPTY = "."

WALL = "#"

UP\_STAIRS = "u"

DOWN\_STAIRS = "d"

TREASURE = "\*"

PLAYER = "P"

They represent the all the visible in the game. What the program does is, the program creates a game and gives a player many functions, the map has some objects you can pick up and drop, you can pick up food, armor, weapons and gold, you can go up the stairs and go down.