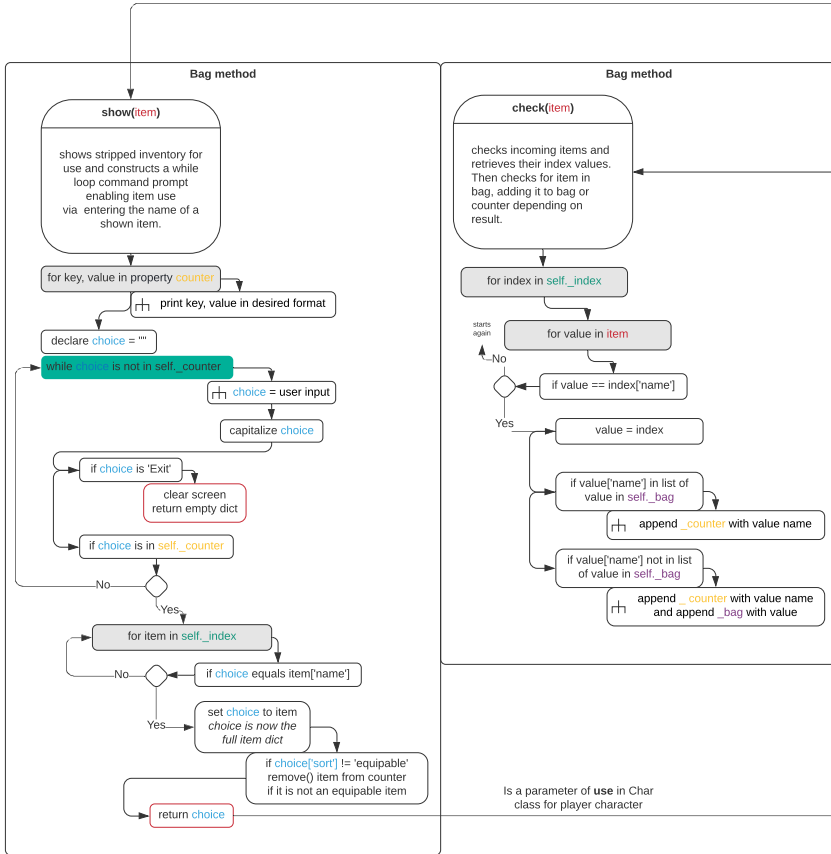
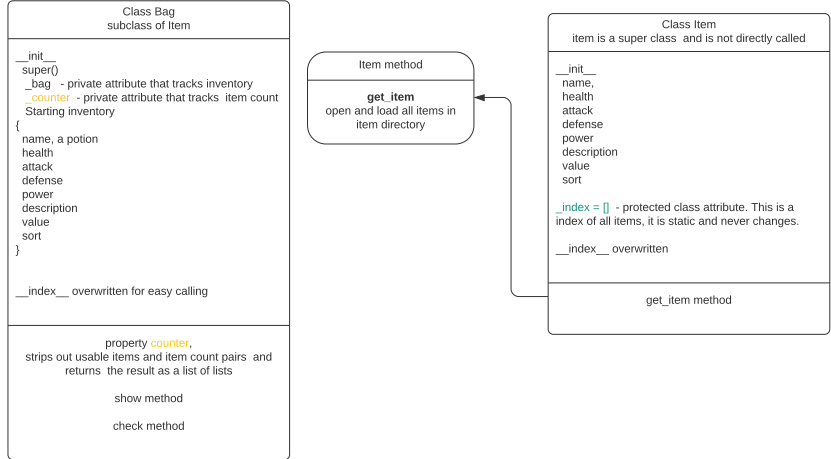
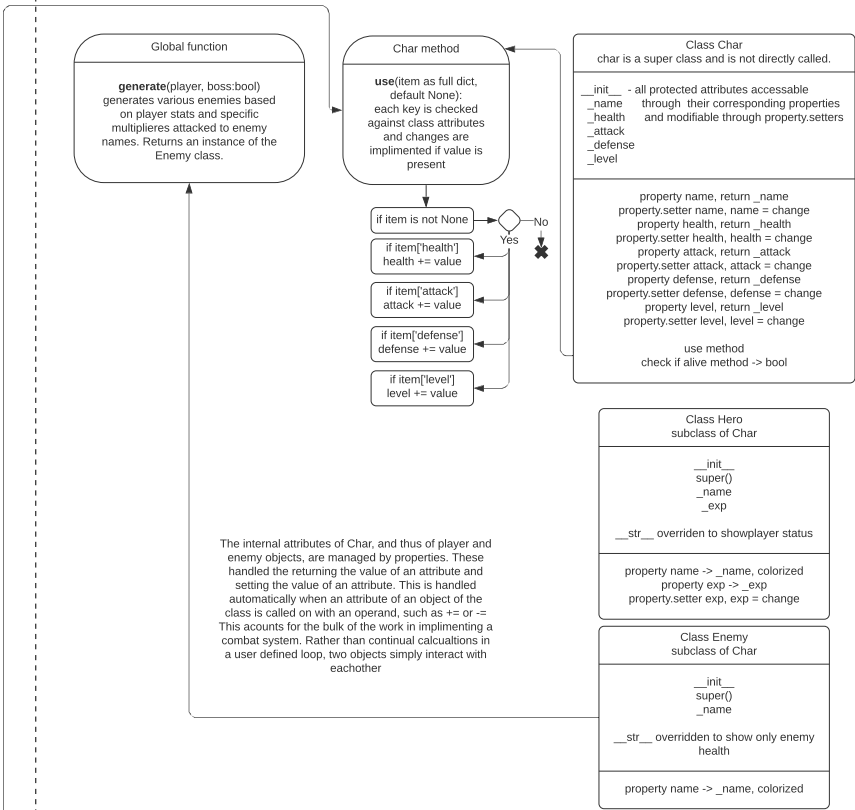


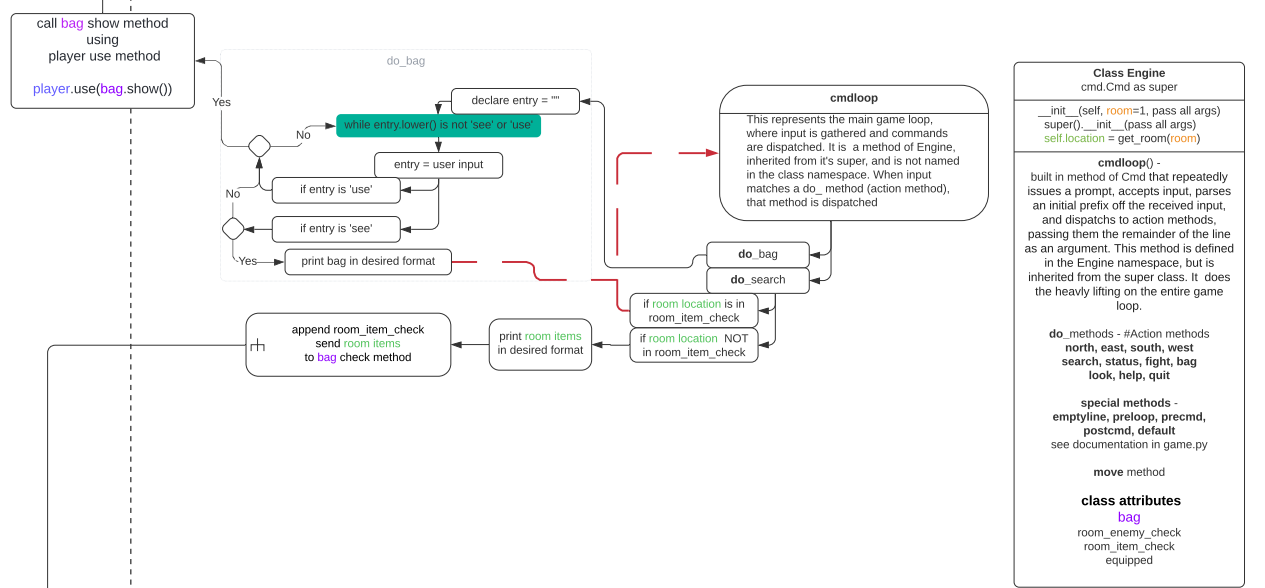
Item module - item.py



Char module - char.py



Game module - game.py



player object from Combat module in current build.
(revise: player object as class attribute, like bag)