When contemplating a game interface, the desire for something robust yet flexible yields a desire for something beyond while loops. There are several built-in options for command prompts, and the first that came to mind is the simple cmd line interface used to build those little turtle games so long ago. Thus, the Schism’s command line interface was born.

The Cmd class of the cmd module in the common library provides an excellent framework on which to build. The [common docs](https://docs.python.org/3/library/cmd.html) have more details on this class and the methods therein, which pass some powerful functionality. Cmd has a method cmdloop, which handles a continuous prompt until a True value is returned to the onecmd method, which is the method that interprets the user input.