The encapsulation is directed to objects refers to the concealment of these objects from the outside, that is, it allows the attributes and methods can not be modified from the outside, many times we do not want our elements to be achievable from the outside, that is where the encapsulation enters since it allows the elements or methods to remain only in that encapsulation and also allows them to be kept as private, it is very important since it allows us to protect the integrity of the code, in addition to allowing us to have the most basic program, it also allows us to protect our code for changes since if changes are made in these encapsulations they will only be reflected in them. It was used in the creation of the game in the files called: director.py, hider.py, encapsulation seeker.py in the function called \_\_init\_\_(self); hiding so that their attributes cannot be taken from the outside and that each change is personal in each encapsulation.