**Zombie in my Pocket Commands**

* **start**Starts a new game, if you are not already playing one
* **move\_n**Moves player north (only works if state = moving)
* **move\_e**Moves player east (only works if state = moving)
* **move\_s**Moves player south (only works if state = moving)
* **move\_w**Moves player west (only works if state = moving)
* **cower**  
  Player cowers, gaining 3 health (only works if state = moving)
* **rotate**  
  Rotates new tile 90 degrees each time (only works if state = rotating)
* **place**  
  Places tile at current rotation, checks if entrances/doors line up
* **draw**  
  Draws a new devcard from top of the pile (if state doesn’t equal battle or stopped)
* **use\_item *index***  
  Uses item at index of player inventory
* **search**  
  Searches current location for the totem (can’t be in battle)
* **bury**  
  Tries to bury totem if held at current tile (can’t be in battle)
* **attack**  
  Attacks current swarm of zombies (can only be used in battle)
* **get\_inventory**  
  Prints out a list of currently held items in player inventory and index
* **exit**  
  Quits the current game
* **get\_status**  
  Displays current game stats (e.g., health, attack, time, inventory)
* **save t*ype filename(optional)***  
  Saves current game state into filename provided of type (pickle or shelve)
* **load *type filename(optional)***  
  Loads game state into current game with filename and type provided (pickle or shelve)
* **save\_db**Saves current game state to database
* **load\_db**Loads current game state from database
* **help\_all**  
  Displays a list of commands and description of each command