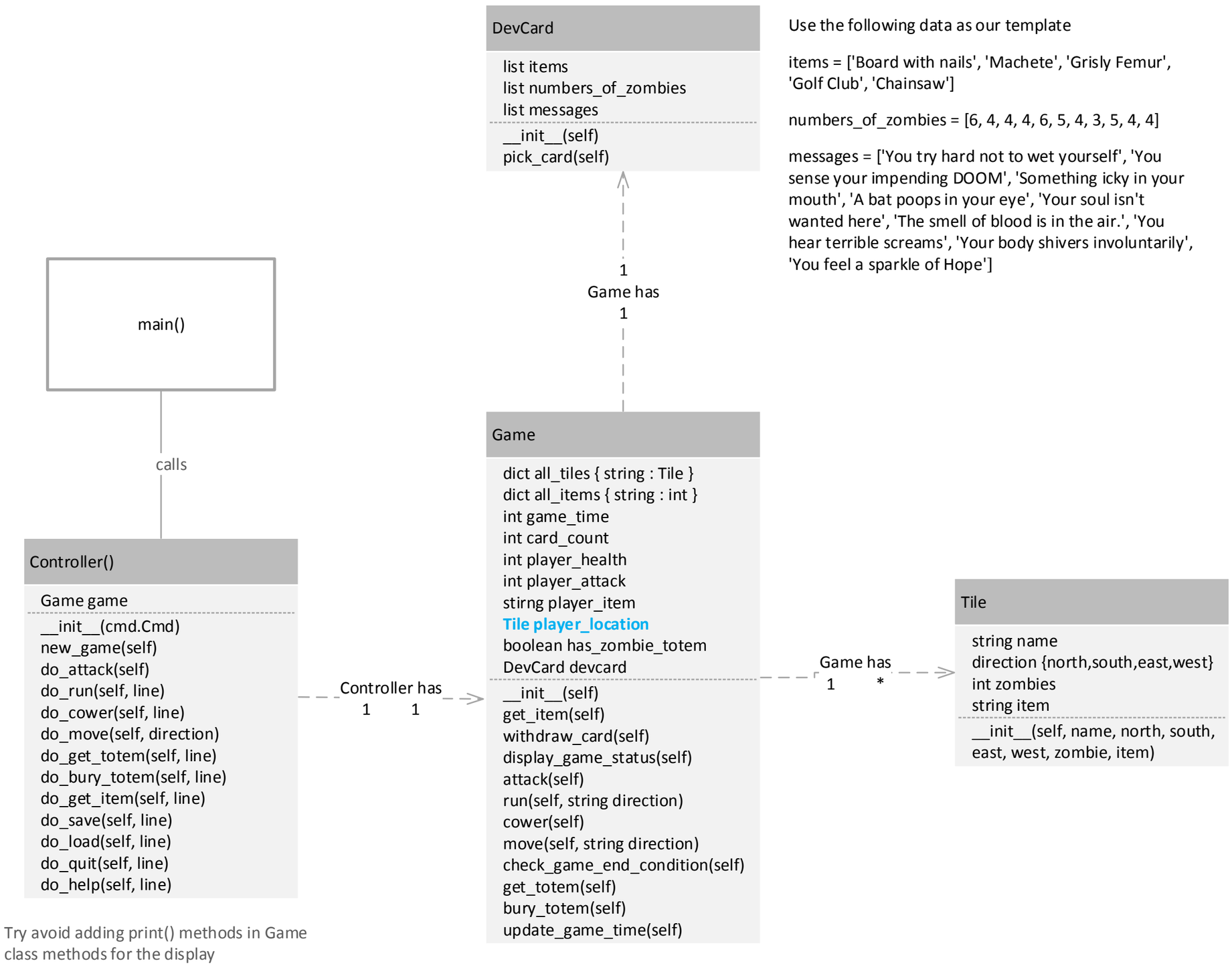

Use the following data as our template

items = ['Board with nails', 'Machete', 'Grisly Femur', 'Golf Club', 'Chainsaw']

numbers_of_zombies = [6, 4, 4, 4, 6, 5, 4, 3, 5, 4, 4]

messages = ['You try hard not to wet yourself', 'You sense your impending DOOM', 'Something icky in your mouth', 'A bat poops in your eye', 'Your soul isn't wanted here', 'The smell of blood is in the air.', 'You hear terrible screams', 'Your body shivers involuntarily', 'You feel a sparkle of Hope']

Try avoid adding print() methods in Game class methods for the display consistency.(although it is ok to have some print() in Game if necessary)