



All print() methods will be in Controller.
 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)

Check_direction(self, direction)
*This method recieves direction info from Controller to validate
 if the selected direction is accessible or not.*

1. Get player's current location and the selected direction
2. Check if the direction is "Blocked" or not
3. If the room is Blocked, return False
4. If the room is not Blocked, return True

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']