

controller.py

for each

do_attack

calls Game.attack()

return True.

success

return false

error message

do_run (direction)

calls Game.run(~~1~~ string Direction)

do_cower

calls Game.cower

do_move

calls Game.move (String Direction)

do_get_totem

calls Game.get_totem

do_bury_totem

calls Game.bury 1

do_get_item

calls Game.getItem()

do_save

calls Game.save_current_game