

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)

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']

dict all items { string : int }

int game\_time int card count int player health int player\_attack stirng player\_item

dict all\_tiles { string : Tile }

boolean has zombie totem DevCard devcard

\_\_init\_\_(self)

DevCard

list items

list messages

init (self) pick card(self)

list numbers\_of\_zombies

Game has

get item(self) withdraw card(self)

string player location

display game status(self)

attack(self)

run(self, string direction)

cower(self)

move(self, string direction)

check game end condition(self)

get totem(self) bury\_totem(self)

update game time(self)

check direction(self, direction) save(self)

load(self)

Tile

string name direction {north,south,east,west} int zombies string item

\_\_init\_\_(self, name, north, south, east, west, zombie, item)

Check direction(self, direction)

Game has

This method recieves direction info from Controller to validate if the selected direction is accessable 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