DevCard

list items
list numbers_of_zombies
list messages
- - - - - - - - - - - -
__init__(self)
pick_card(self)

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']

main()

calls

1
Game has
1

Controller()

Game game
- - - - - - - - - - - -
__init__(cmd.Cmd)
new_game(self)
do_attack(self)
do_run(self, line)
do_cower(self, line)
do_move(self, direction)
do_get_totem(self, line)
do_bury_totem(self, line)
do_get_item(self, line)
do_save(self, line)
do_load(self, line)
do_quit(self, line)
do_help(self, line)

Controller has
1   1

Game

dict all_tiles { string : Tile }
dict all_items { string : int }
int game_time
int card_count
int player_health
int player_attack
stirng player_item
string player_location
boolean has_zombie_totem
DevCard devcard
- - - - - - - - - - - -
__init__(self)
get_item(self)
withdraw_card(self)
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)

Game has
1   *

Tile

string name
direction {north,south,east,west}
int zombies
string item
- - - - - - - - - - - -
__init__(self, name, north, south, east, west, zombie, item)

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)