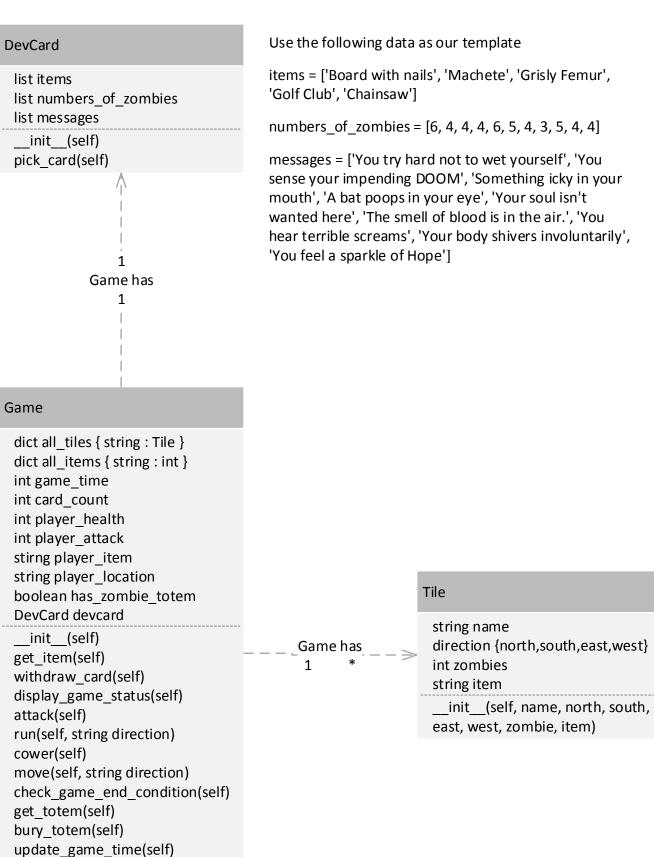


All print() methods will be in Controller. Try avoid adding print() methods in Game class methods for the display consistency.(although it is ok to have some print() in Game if necessary)



Check direction(self, direction)

save(self)

load(self)

check_direction(self, direction)

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