



CMD
This class will contain all game loops.

We still need a way to judge the game end condition. When the Player's health become 0, time reaches to 12am or Player buries the totem in Graveyard.

Comments
Player class is removed!! And now it's combined to Game class.

Dict map contains all map information, name of the tile and 4 directional connections.

Dict item contains all item information, string name and int attack value

Removing the function remove_item() from the class diagram as we can just say you pickup a new item and it "drops" the other item.

Save() and Load() methods will use Pickle Shelve thing in python

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']

Comments
__init__()
set Tile attributes self, name, string north, string south, string east, string west

int zombies and string item are set None/0 at the initial. These information will be updated once the Game withdraw the DevCard.