

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)

DevCard list items list numbers\_of\_zombies list messages \_\_init\_\_(self) pick card(self) Game has 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 Tile 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)

get\_totem(self)
bury\_totem(self)

move(self, string direction)

update game time(self)

check game end condition(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']

Tile

Game has \_

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

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