## projekt.Game changes: bool key state controls() game loop() menu() new\_game() update state() statestate projekt.State floor monsters: list player : NoneType attack() change\_pos() closest monsters() display() draw ui() last log() monsters\_to\_tab() remove\_dead() run ai()

loor

## projekt.Floor

column\_offset : int columns : int environment : list

pointlist : list row\_offset : int

rows:int

carve()
change\_tile()
display()
generate()
generatepoints()
place monsters()

## projekt.Player

attack : int defense : int

player

experience : tuple

hp: tuple level: int lvlstats: list mana: tuple name: str position: tuple

add\_exp()
change\_hp()
change\_mana()
change\_pos()
generate()
get\_pos()
level\_up()
set\_pos()

## projekt.Unit

attack : int bounty : int defense : int hp : tuple mana : tuple name : str

position : tuple

sign: str

change\_hp()
change\_mana()
change\_pos()
get\_pos()
move\_to()
pos\_to\_table()
run\_ai()
set\_pos()