**Contributions**

#SP23-BAI-016

1. **Methods:**
   * **move\_player()**: Moves the player to a different room based on the direction input.
   * **load\_game()**: Loads a previously saved game from a file.
   * **save\_game()**: Saves the current game state to a file.
   * **quit\_game()**: Quits the game.
   * **show\_help()**: Displays a list of available commands.
   * **look()**: Displays the current room's description and items.
2. **Main Game Loop:**
   * Managed the main game loop, handling all game continuity and ensuring the game runs smoothly.
3. **Game Continuity:**
   * Handled error handling in reading and writing text files.
4. **Puzzles:**
   * **Acid\_potion puzzle**: Created the puzzle for the acid potion.
   * **Sword placed puzzle**: Created the puzzle for placing the sword in the sword rack.
   * **Key for council room puzzle**: Created the puzzle for obtaining the key to the council room.
   * **Strategy board puzzle**: Created the final puzzle for the strategy board.
   * **Clock needles puzzle**: Created the puzzle for the clock needles.
5. **User Interface:**
   * Maintains the main user interface, ensuring that the game is easy to play and understand.
6. **GitHub Collaborator**

#SP23-BAI-023

1. **Methods:**
   * **inventory()**: Managed the player's inventory.
   * **take()**: Allows the player to take an item from the current room.
   * **drop()**: Allows the player to drop an item from their inventory.
   * **use()**: Allows the player to use an item from their inventory.
   * **examine()**: Displays more information about an item in the room or the player's inventory.
2. **Dictionary for Rooms:**
   * Created the dictionary for the rooms, including their descriptions, items, and exits.
3. **Integration of Code:**
   * Integrated all the code from Fizza and Mahnoor to create a cohesive game.
4. **User Interface and Experience:**
   * Maintained the user interface and experience, handling exception handling and ensuring that the game is easy to play and understand.
5. **Puzzles:**
   * **use\_letter()**: Created the puzzle for the letter.
   * **use\_ladder()**: Created the puzzle for the ladder.
   * **use\_tapestry()**: Created the puzzle for the tapestry.
   * **use\_weaponrack()**: Created the puzzle for the weapon rack.
6. **GitHub Maintainer**
7. **Main Game Loop:**
   * Contributes to the main game loop, handling the inventory and item interactions, ensuring that the game runs smoothly.