

Character	Place
feelings:dict hp:int describe:str human_player:bool location:str	leap_direction:str bold_leap_messg:str opening_desc:str direction_action:dict look_messg:str what_lol:str wordy1:str wordy2:str name:str directions:{l,r,f,b:Place}
+ method(type): type	leap: entry: look: pee: get: go: barrier_return:

Game
current_place: Place path_taken: List turn: int
game_housekeeping: update path taken:

