FUNCTIONALITIES IMPLEMENTED:

* \_\_init\_\_:

This function is used in **Player,Treaure ,Obstacle,Enemy ,Door** class for shape ,size, color,penup,speed attributes.

* go\_up:

This function moves the player in the upward direction.

* go\_down:

This function moves the player in downward direction.

* go\_left:

This function moves player in left direction.

* go\_right:

This function moves the player in right direction.

* is\_collision:

For treasure:

When the distance between player and treasure is less than 5 then player is able to take treasure in order to attain goals.

For obstacle:

When distance between player and obstacle is less than 5 then player will collide with the obstacle.

* is\_collide:

Player attains certain points then it can able to cross the door but by attaining certain distance that describe in the function.

* destroy:

It disappears the treasure by throwing it into the large coordinates.

* Move:

It moves the enemy in left,right,up and down direction.

* Is\_close:

It start follows player when the distance between them is less than 75.

* Setup\_maze:

It sets maze according to defined characters.