Python Roguelike Notes

Part 8 in progress

Project runs

Stopped in Part 8 at section

“Before we get into how to use items, we need to have a way to look at and select which item to use. We’ll create an inventory interface, which the player can open and select an item from. Let’s start by creating a new file, called menus.py, where we’ll store our menu functions for the inventory and any other menus we’ll need for this tutorial. Put the following code in that file:

Potential bug in engine.py 135-137 lines

        for player\_turn\_results in player\_turn\_results:

            message = player\_turn\_results.get('message')

            dead\_entity = player\_turn\_results.get('dead')

should be “player\_turn\_result”