Python Roguelike Notes

Finished part 5 but some of part 5 is not working (orks and trolls do not block the player)

Part 6 done checking code with master branch.

Project does not run.

Removed

        libtcod.console\_set\_default\_foreground(0, libtcod.white)

        libtcod.console\_put\_char(0, player.x, player.y, '@', libtcod.BKGND\_NONE)

from above

libtcod.console\_flush()

clear\_all(con, entities)

libtcod.console\_put\_char(0, player.x, player.y, ' ', libtcod.BKGND\_NONE)

action = handle\_keys(key)

    def distance\_to(self, other):

        dx = other.x - self.x

        dy = other.y - self.y

        return math.sqrt(dx \*\* 2 + dy \*\* 2)

        dx = int(round(dx / distance))

        dy = int(round(dy / distance))

        if not (game\_map.is\_blocked(self.x + dx, self.y + dy) or get\_blocking\_entities\_at\_location(entities, self.x + dx, self.y + dy)):

            self.move(dx, dy)