Python Roguelike Notes

Part 8 in progress

Project runs

Stopped in Part 8 at section

“Now for displaying the drop menu. It’s really not different from the inventory menu, so we can use the same function, and send a different title to it.

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”