world_of_game.py

forestry

`i = 4`

```
nomenclature = str("forestry")
forestry_variable = nomenclature
```

```
@dataclass
class forestry_variable:
    trees: list[str]
    flowers: list[str]
    wildlife: list[str]
```

sky

`i = 3`

```
nomenclature = str("sky")
sky_variable = nomenclature
```

```
@dataclass
class sky_variable:
    color: list[str]
    clouds: list[str]
    wildlife: list[str]
```

water

`i = 2`

```
nomenclature = str("water")
water_variable = nomenclature
```

```
@dataclass
class water_variable:
    depth: list[str]
    width: list[str]
    height: list[str]
    swim_toggle = False
    color = blue
```

infrastructure

`i = 1`

```
nomenclature = str("infrastructure")
infrastructure_variable = nomenclature
```

```
@dataclass
class infrastructure_variable:
    buildings: list[str]
    roads: list[str]
    walls: list[str]
    borders: list[str]
    wildlife: list[str]
# this next line we'll use to connect your characters variable to the world variable
    characters: list[str]
```

process_id_num

```
i = 0
def __init__(self):
    self.i = id
```

```
# this variable is to assign each of the  functions a process_id_num
```