Clean Code Course Project

Description:

This project represents a 2-dimensional console game. You control a player (Hero) in a magic dungeon (2-D map). There are different treasures (T) in the dungeon which can give your hero mana, health, weapons or spells. Also there are enemies (E) which are randomly generated and your hero needs to fight with them in order to continue his way. You need to navigate to the gate (G) which is the exit of the dungeon.

Classes:

class Playable - abstract class which represents all types of playables (Hero, Enemy).

class Hero - inherits from Playable and represents our Hero

class Enemy - inherits from Playable and represents enemies in the dungeon

class Treasure - abstract class which represents all types of treasures in the game (Weapon, Spell, HealthPotion and ManaPotion)

class Weapon - inherits from Treasure and represents weapons for Playable types in the game

class Spell - inherits from Treasure and represents spells for Playable types in the game

class HelthPotion - inherits from Treasure and represents HealthPotions in the game which gives our Hero health

class ManaPotion - inherits from Treasure and represents ManaPotions in the game which gives our Hero mana for casting spells

class Fight - represents the fight between Hero and Enemy in the game

class Dungeon - represents the dungeon in the game

Installation and starting the game:

1) Download all the files or clone the current repository in local folder
2) Then in the project folder execute the command: $ python main.py
3) Play & have fun