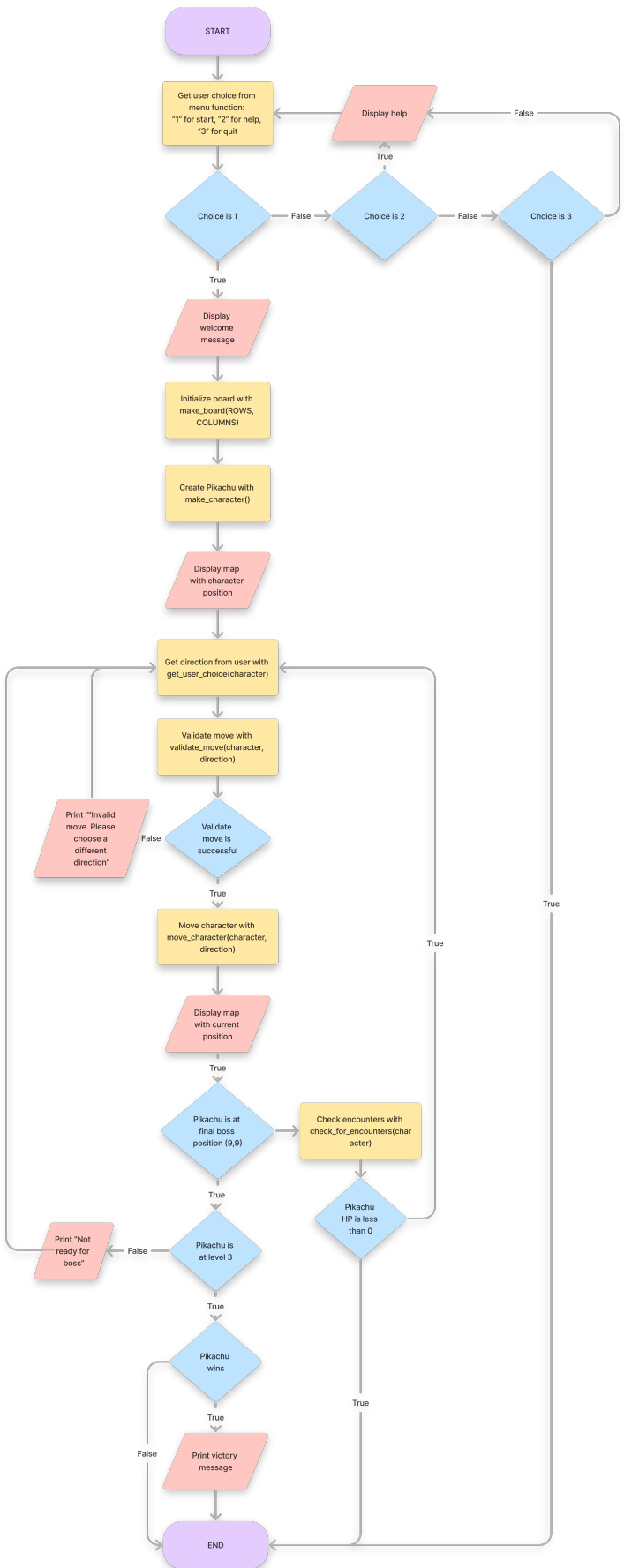


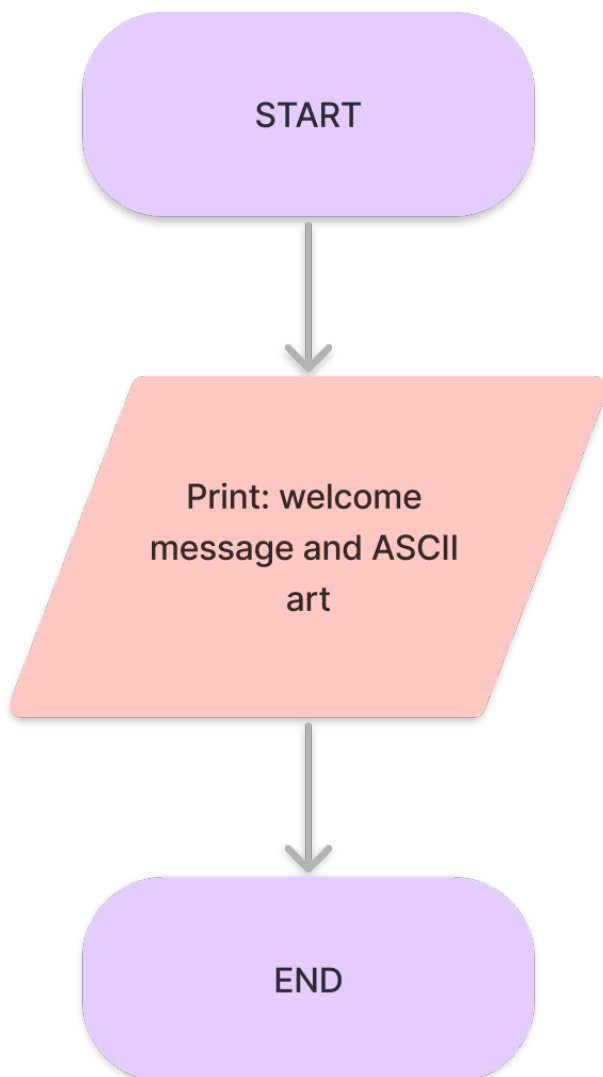
game.py

game

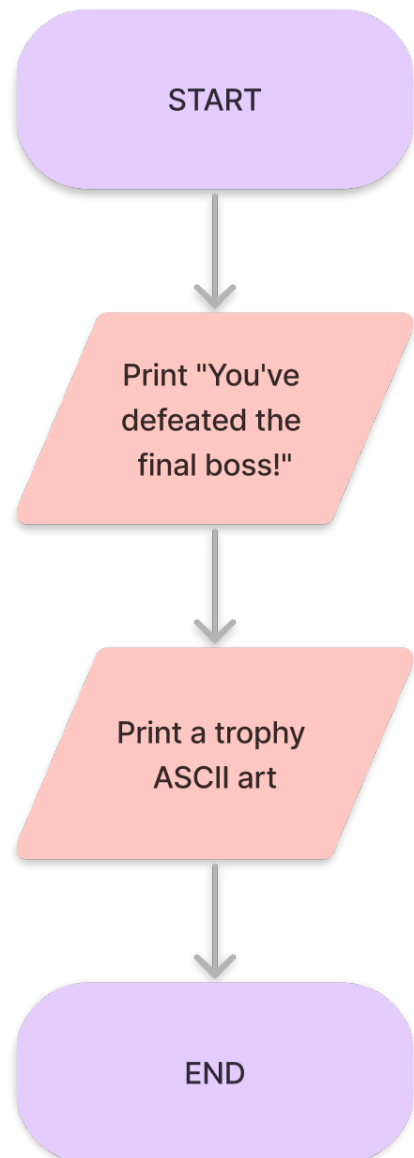


game_art.py

display_welcome_message

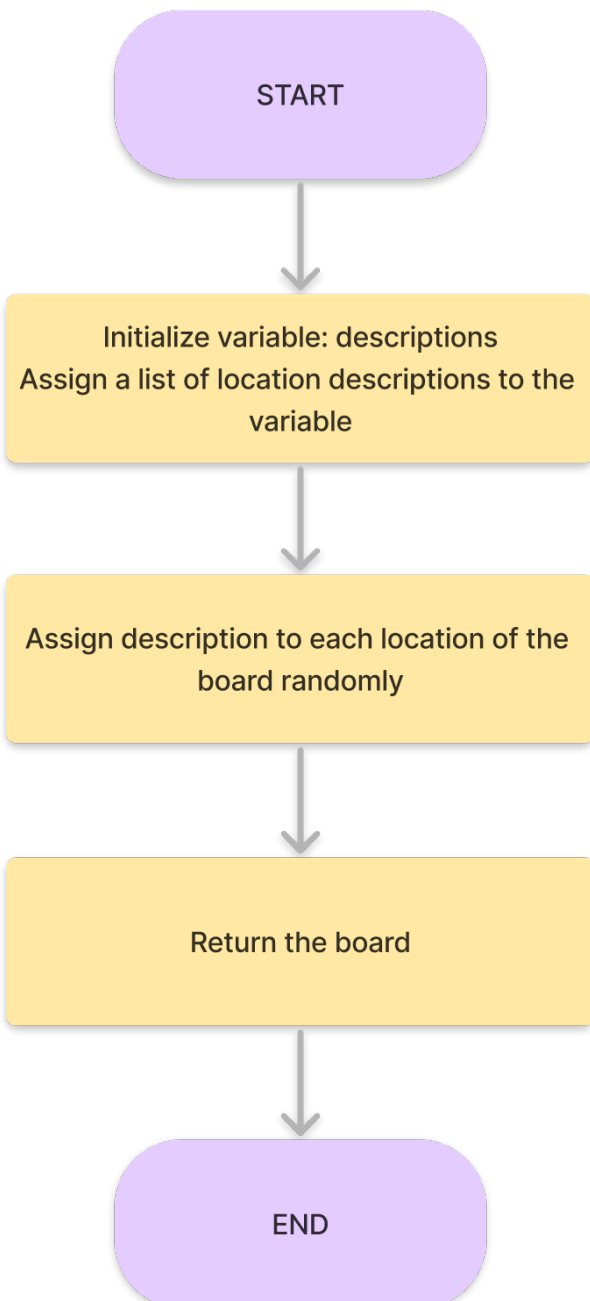


print_congratulations



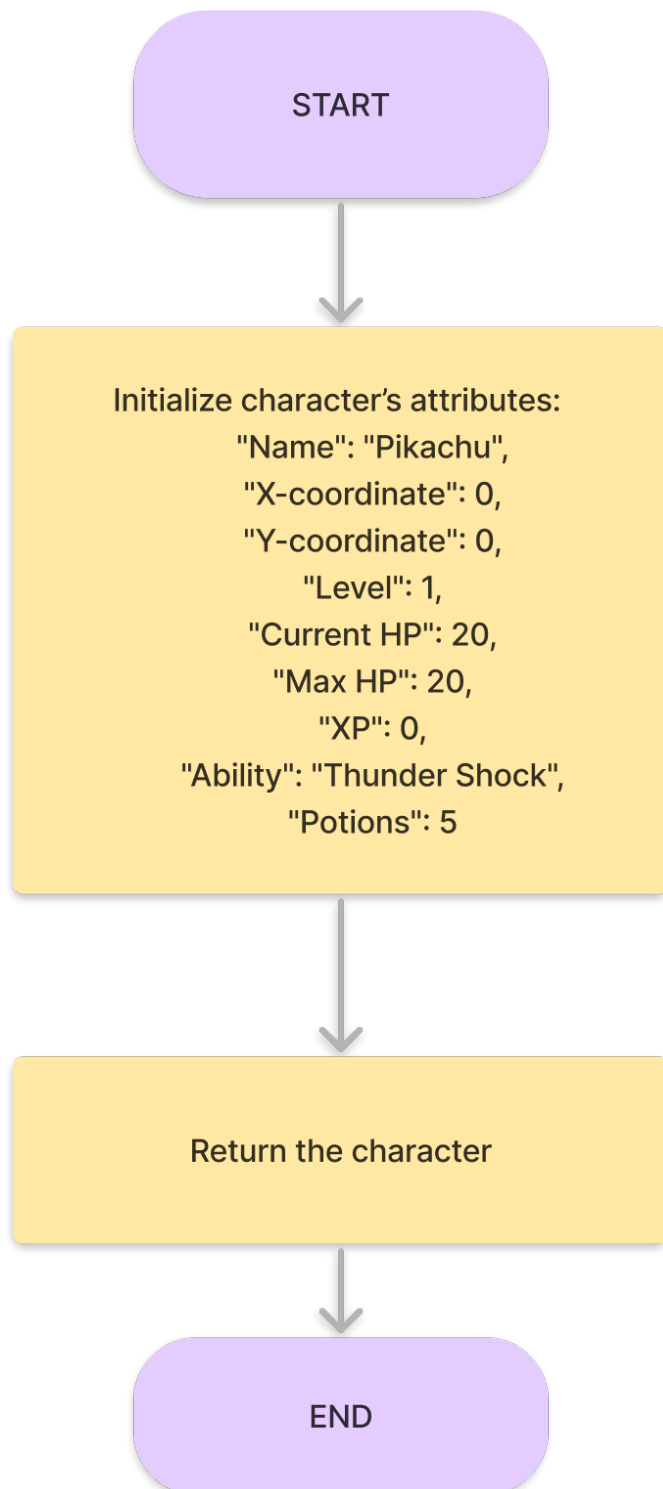
game_board.py

make_board

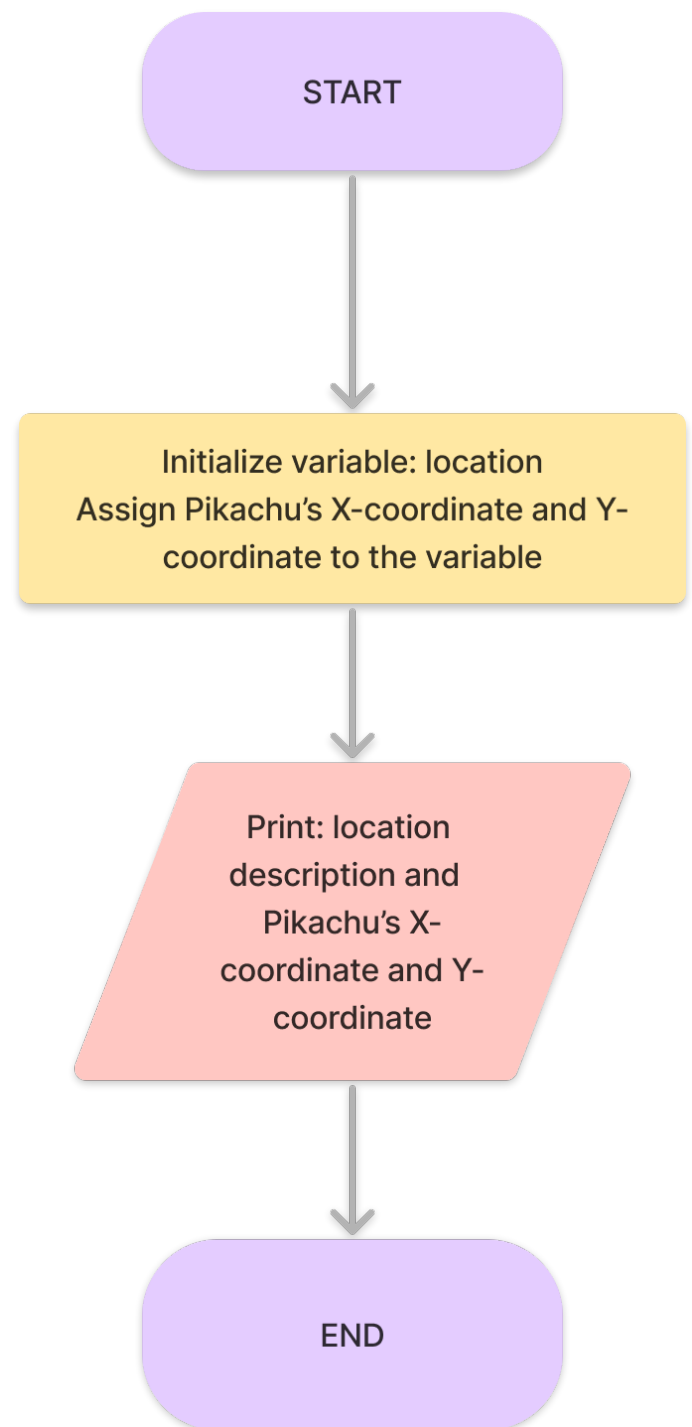


game_character.py

make_character

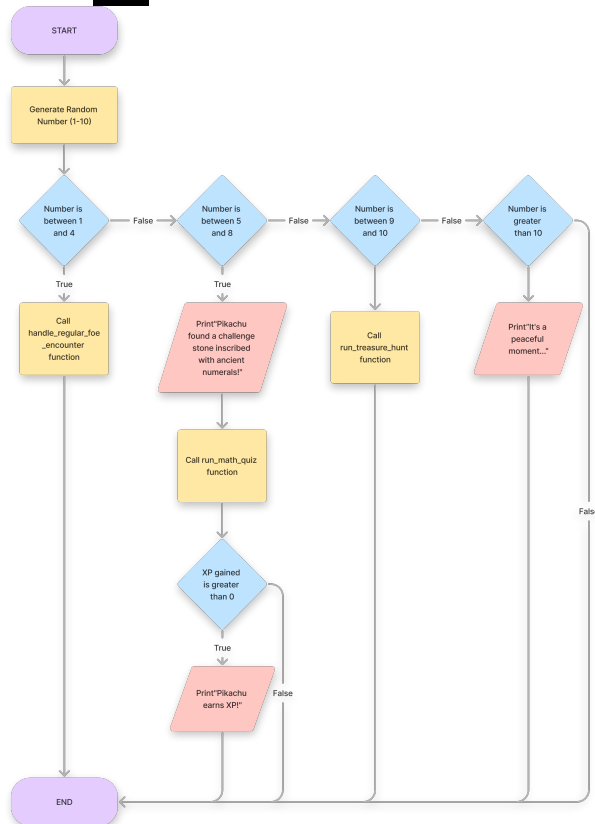


describe_current_location



game_encounter.py

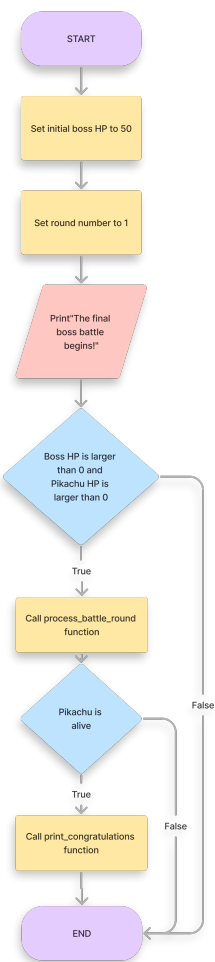
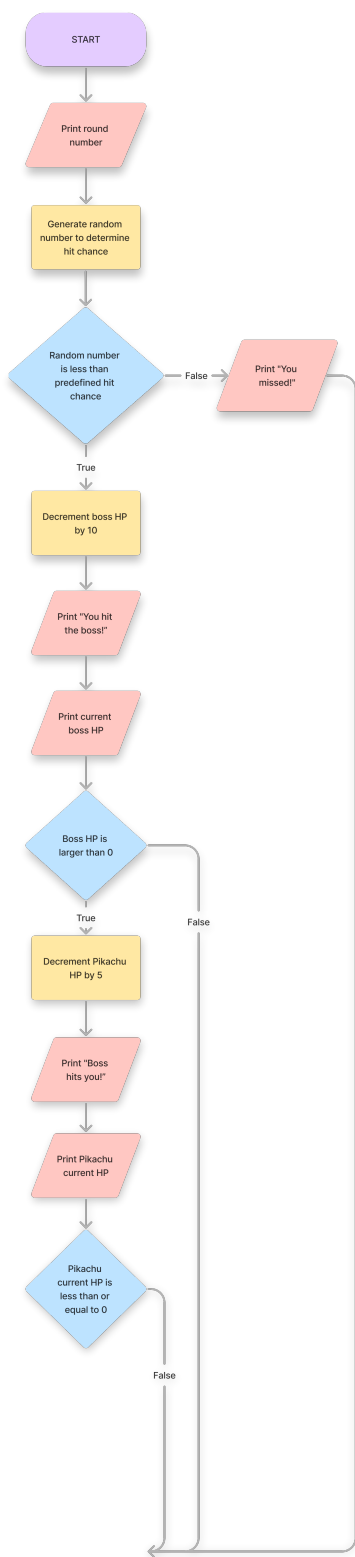
check_for_encounter



game_final_boss.py

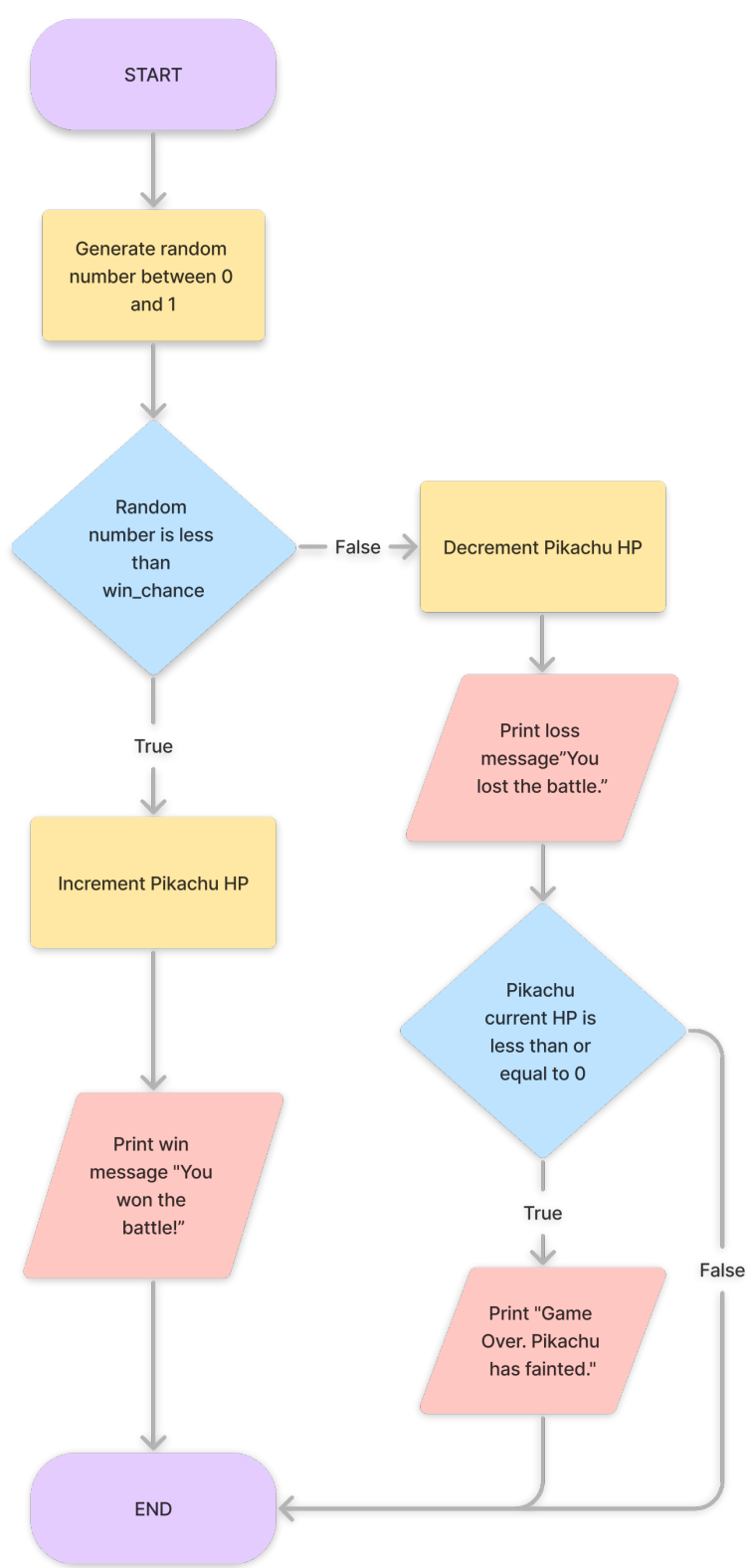
process_battle_round

final_boss_battle

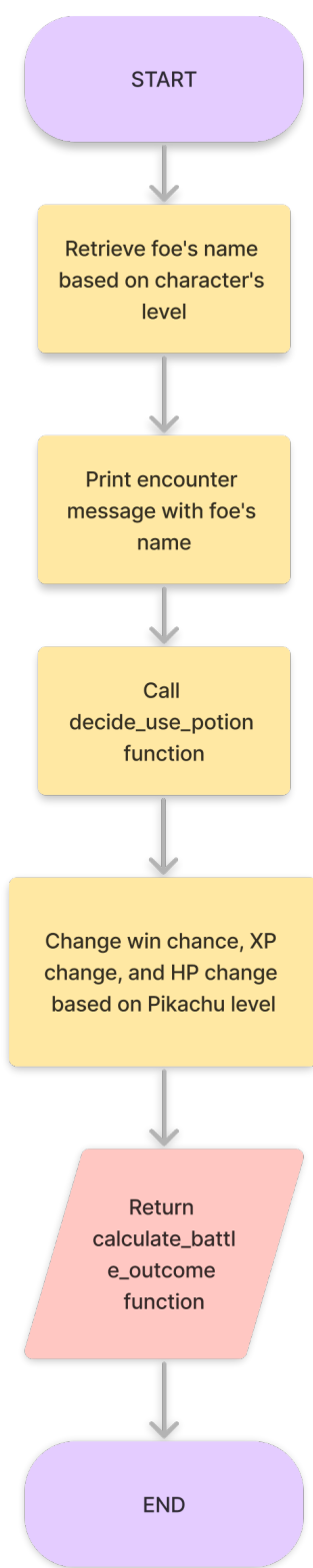


game_foe.py

calculate_battle_outcome

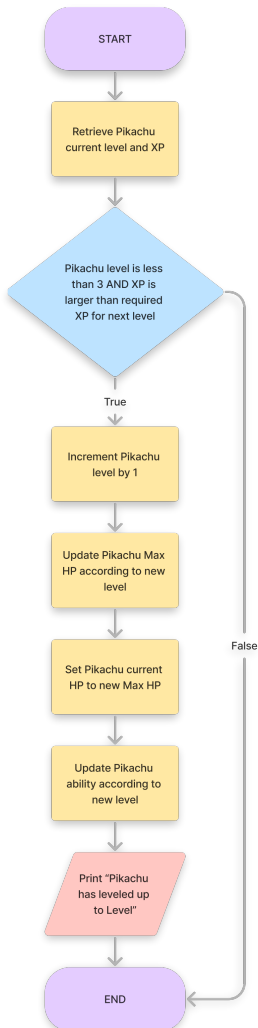


handle_regular_foe_encounter



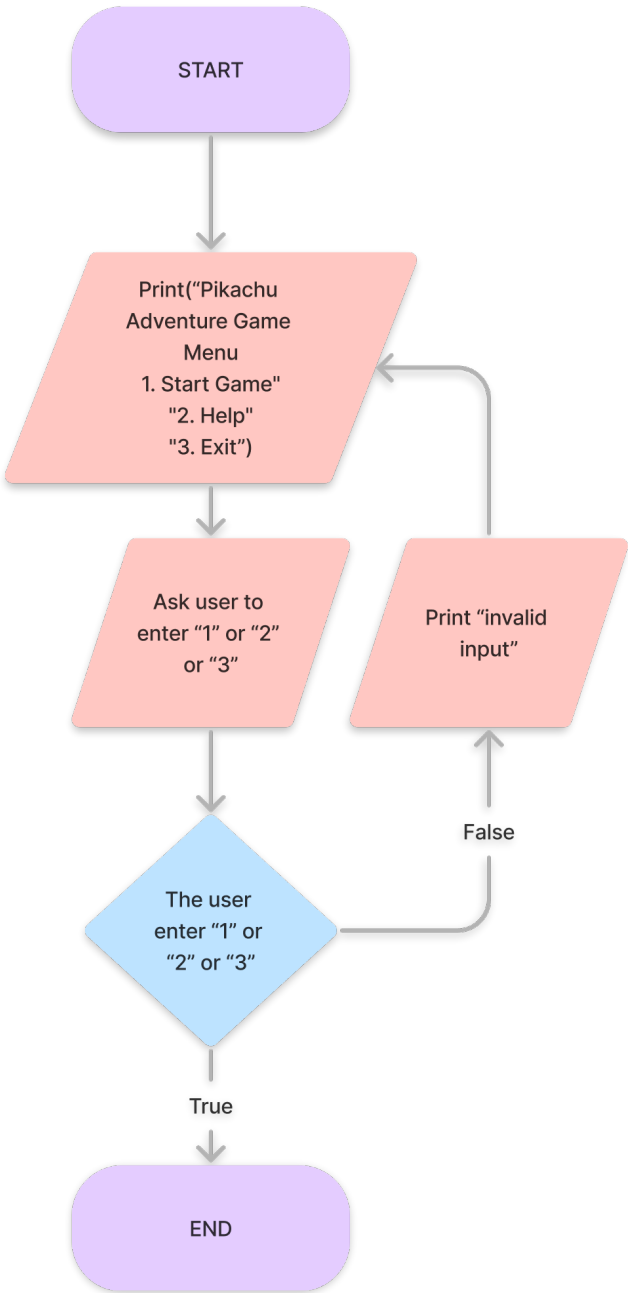
game_level.py

check_level_up

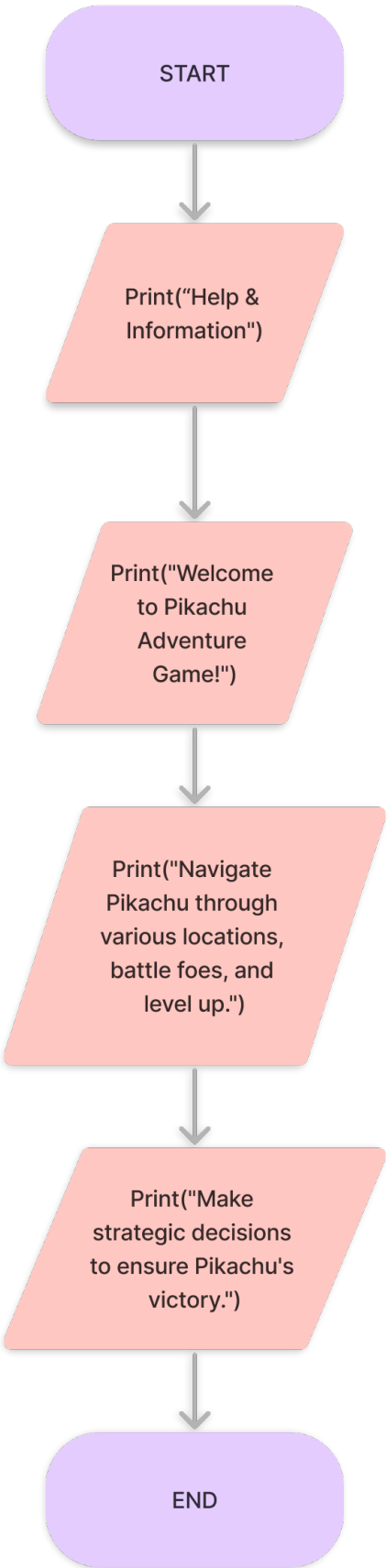


game_menu.py

Menu

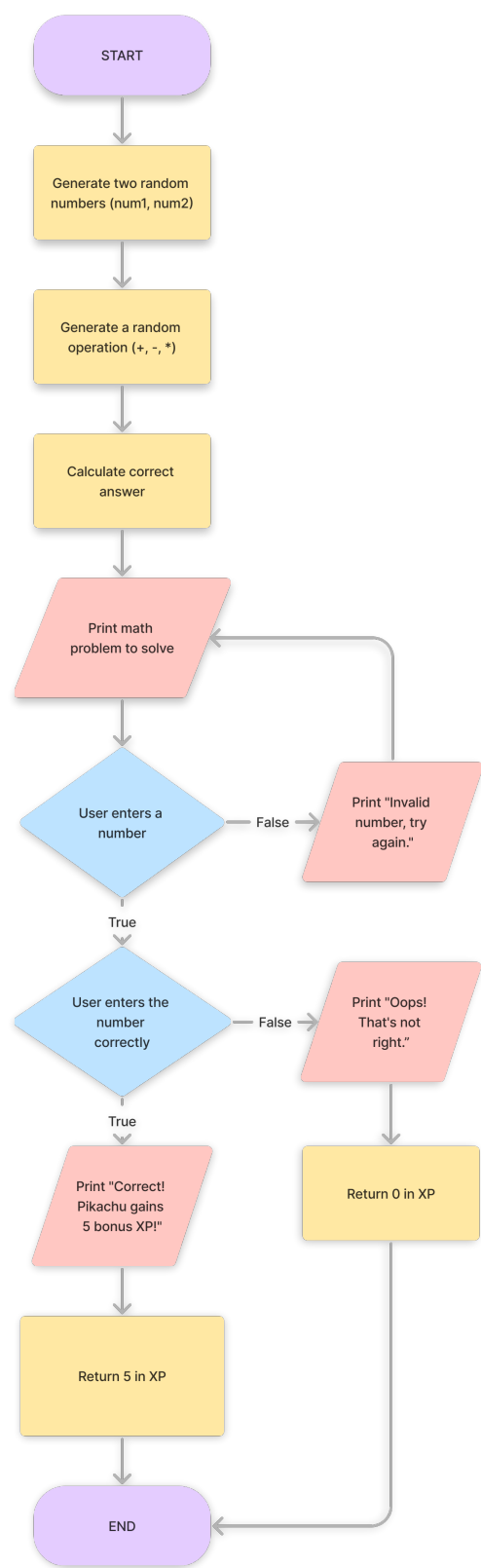


display_help

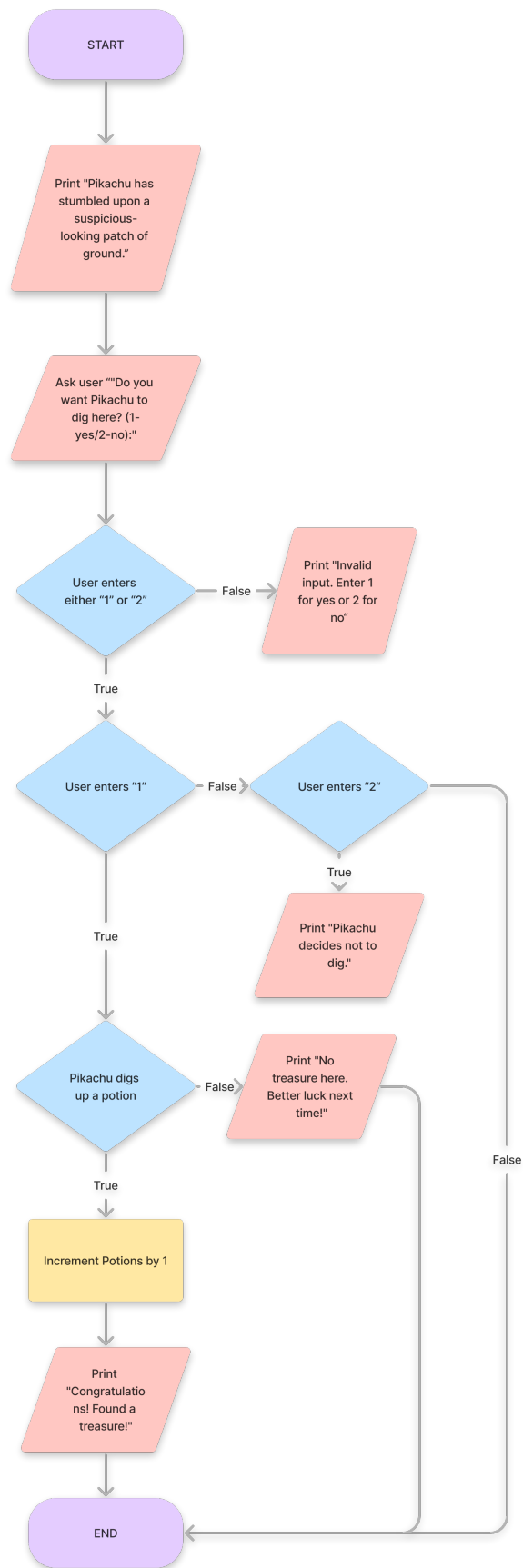


game_mini_games.py

run_math_quiz



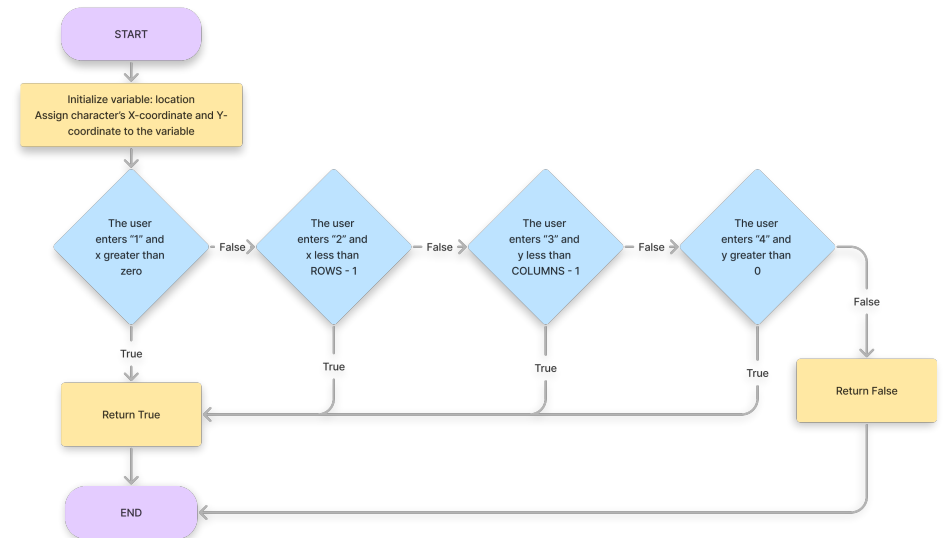
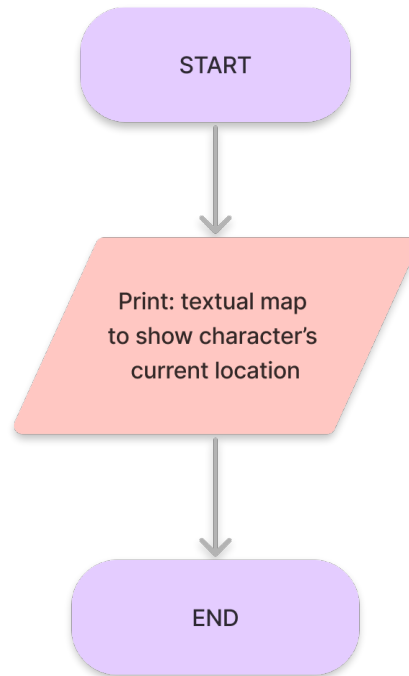
run_treasure_hunt



game_navigation.py

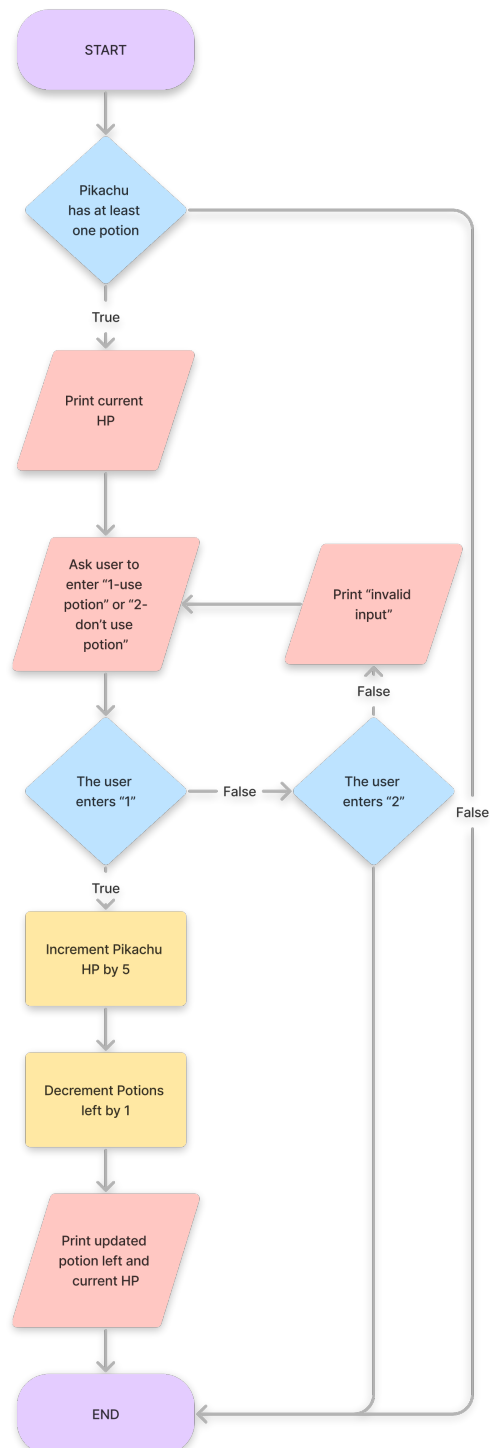
display_map_with_character
_position

valid_move



game_progress.py

decide_use_potion



get_user_choice

