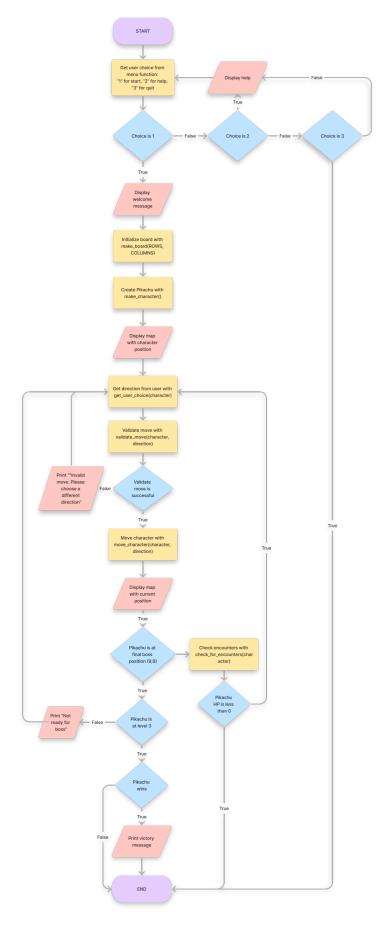
game.py

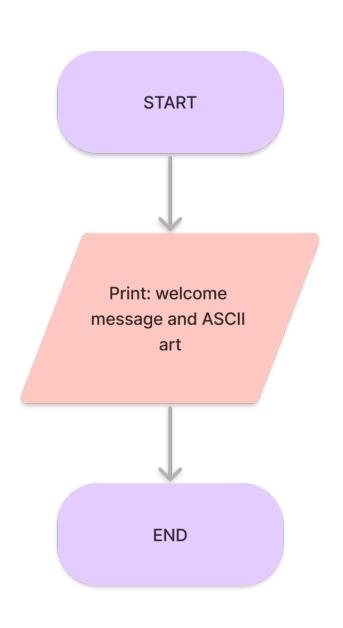
game



game_art.py

display_welcome_message

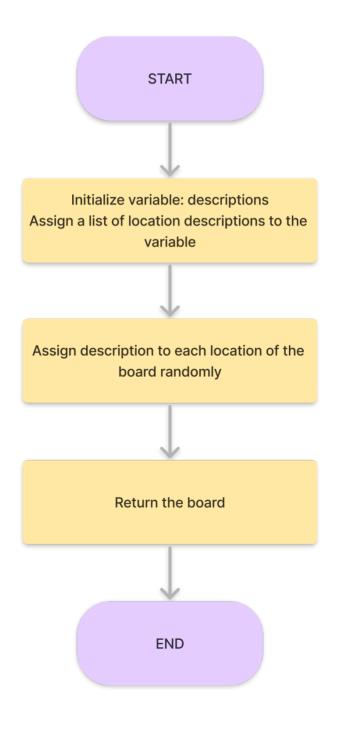
print_congratulations





game_board.py

make_board

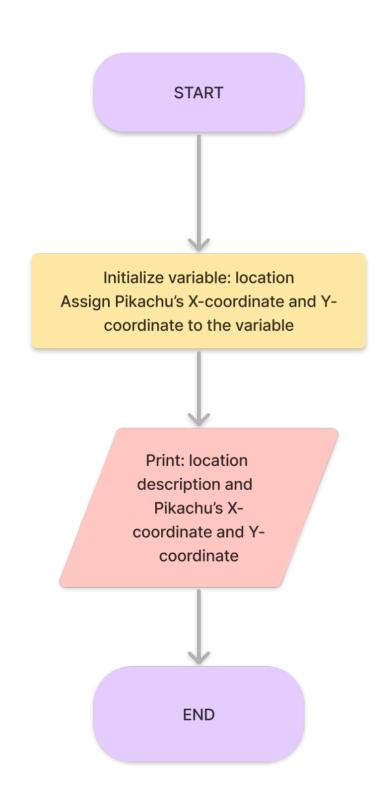


game_character.py

make_character

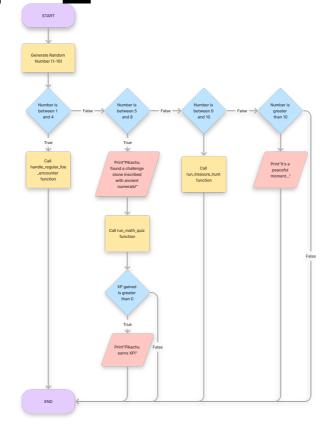
START Initialize character's attributes: "Name": "Pikachu", "X-coordinate": 0, "Y-coordinate": 0, "Level": 1, "Current HP": 20, "Max HP": 20, "XP": 0, "Ability": "Thunder Shock", "Potions": 5 Return the character **END**

describe_current_location



game_encounter.py

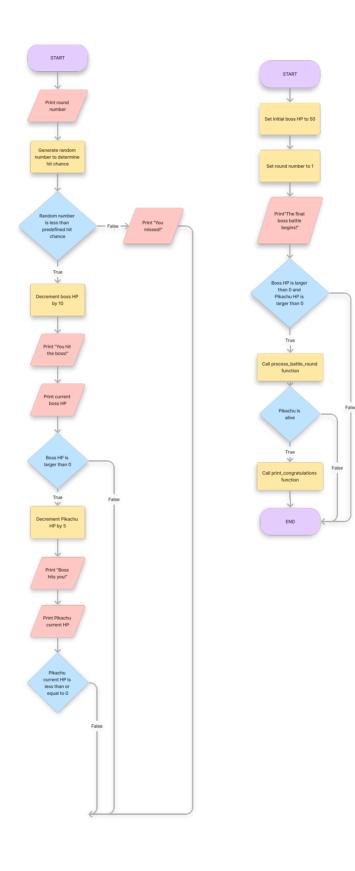
check_for_encounter



game_final_boss.py

process_battle_round

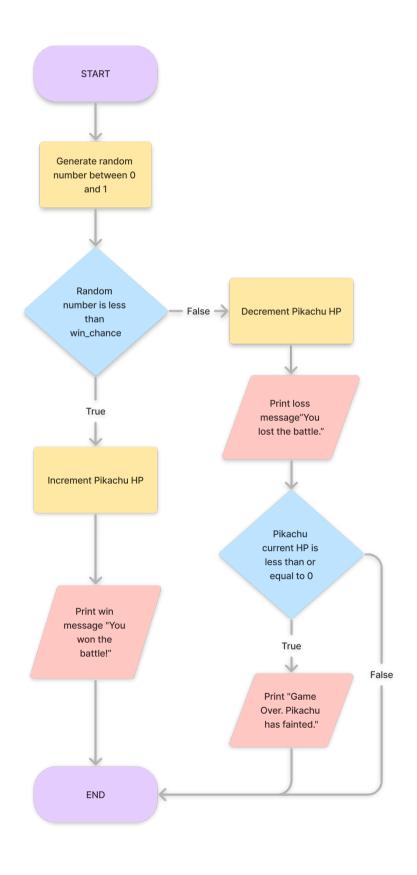
final_boss_battle

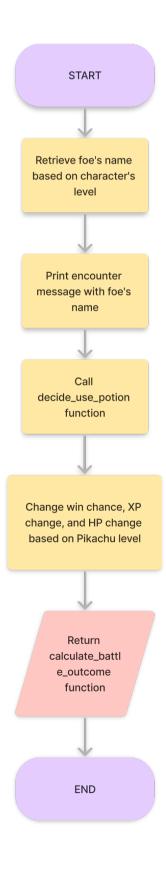


game_foe.py

calculate_battle_outcome

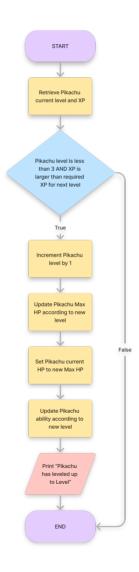
handle_regular_foe_encounter





game_level.py

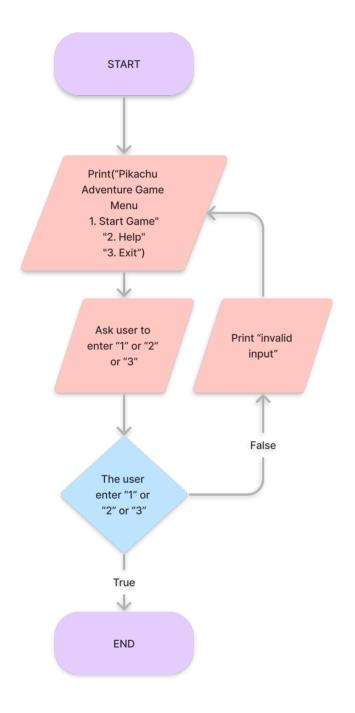
check_level_up

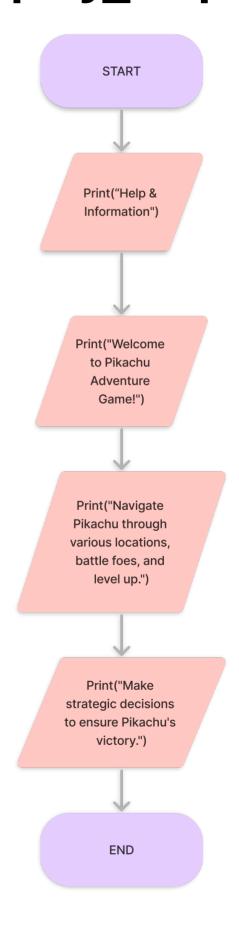


game_menu.py

Menu

display_help

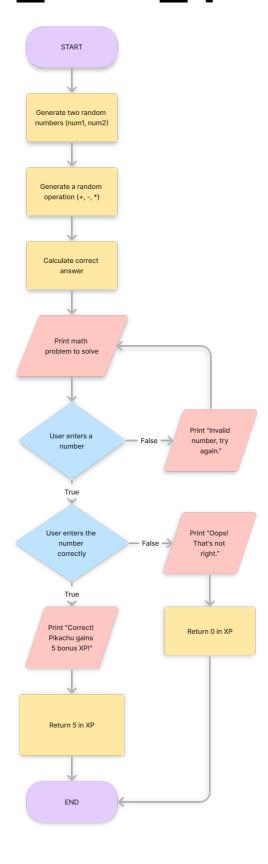


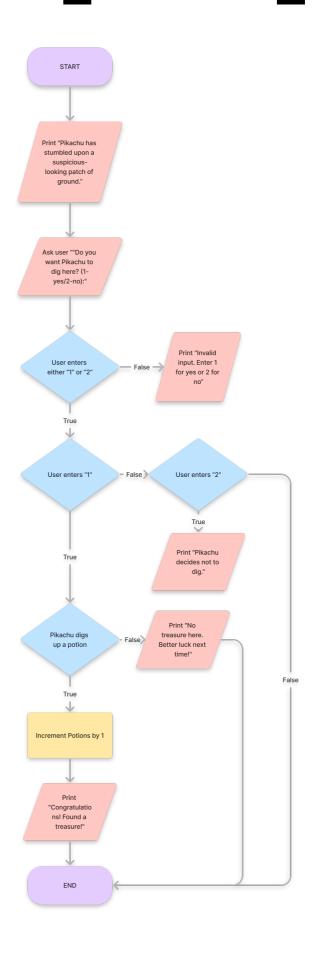


game_mini_games.py

run_math_quiz

run_treasure_hunt

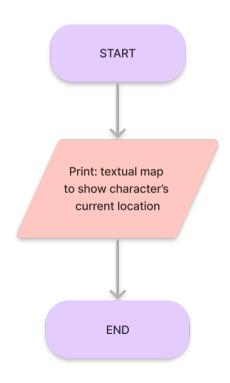


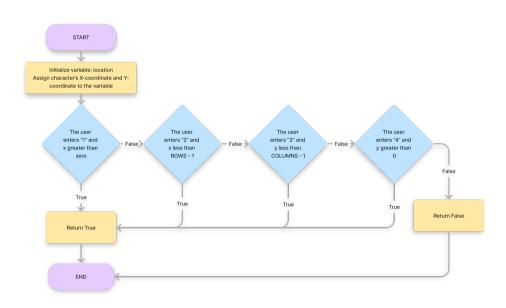


game_navigation.py

display_map_with_character _position

valid_move





game_progress.py

decide_use_potion

get_user_choice

