

PEP8 online

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Your code

```
1 ▾ """Entity Module:
2   This module handles the generation of entities
3   and their attributes in Gone Rogue
4
5 ▾ Functions:
6     - Ent (__init__)
7     - hero_init
8     - ents_init"""
9   from random import randint
10
11   hero_position = [(randint(0, 6)), (randint(0, 6))]
12
13
14 ▾ class Ent:
15     """
```

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Your code

```
1 ▾ """Level Module:
2   This module handles the UI for Gone Rouge,
3   generating and printing maps to the CLI,
4   initialising entities, spawning entity sprites
5   and moving the hero sprite.
6
7 ▾ Functions:
8     - LevelMapGen (__init__)
9     - largest index position
10    - print_map
11    - check_hero_pos
12    - move_hero"""
13 import os
14
15
```

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Your code

```
1 import os
2 import sys
3 from random import randint
4 import entity
5 import level
6
7
8 CHECK_POS = 'walk'
9 GONE_ROGUE_LOGO = ""
10
11
12
13
14
15
```

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RUN PROGRAM



Welcome to Gone Rogue

i = intro, h = how to play, s = start

