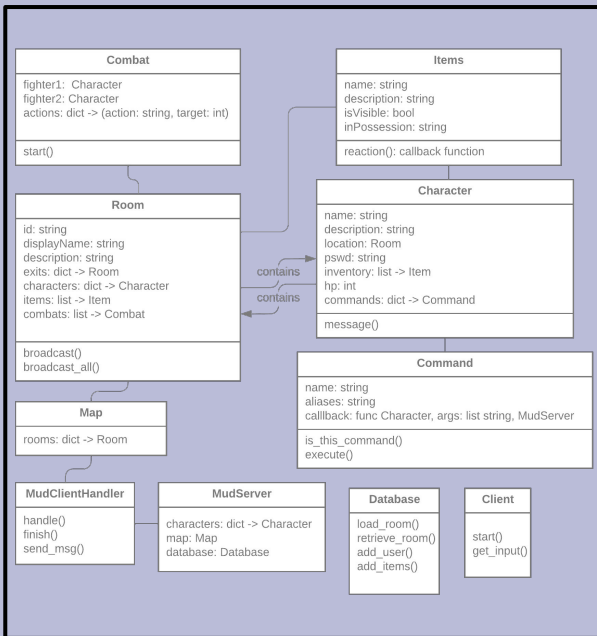# MUD

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We implemented a python-based MUD game. Users are able to see information about the room they are in, move from room to room, communicate with other players, and engage in a duel with one other person.

Combat
fighter1: Character
fighter2: Character
actions: dict -> (action: string, target: int)
start()

Items
name: string
description: string
isVisible: bool
inPossession: string
reaction(): callback function

Room
id: string
displayName: string
description: string
exits: dict -> Room
characters: dict -> Character
items: list -> Item
combats: list -> Combat
broadcast()
broadcast_all()

Character
name: string
description: string
location: Room
pswd: string
inventory: list -> Item
hp: int
commands: dict -> Command
message()

contains
contains

Command
name: string
aliases: string
calllback: func Character, args: list string, MudServer
is_this_command()
execute()

Map
rooms: dict -> Room

MudClientHandler
handle()
finish()
send_msg()

MudServer
characters: dict -> Character
map: Map
database: Database

Database
load_room()
retrieve_room()
add_user()
add_items()

Client
start()
get_input()

Winter Garden

[ ][@]
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Basic commands:
    say,
    look
    map,
    move

Use: commad message: eg: say hello everyone!
10:03 PM

Logged in as vincent!
10:03 PM

look
10:03 PM

=== Atrium ===
A two story tall atrium with grand windows, a central fountain and an excess of green leafy plants.
Exits: south, east
Characters: vincent
10:03 PM

map
10:03 PM

move east
10:03 PM

=== Sitting Room ===
A lush sitting room with luminescent green couches. An intricte portrait of a young woman hangs above the mantle.
Exits: west
Characters: herbert, vincent
10:03 PM

say Hello Herbert. My ancient foe.
10:04 PM

You say: "Hello herbert. my ancient foe."
10:04 PM

say I've never liked you
10:04 PM

You say: "I've never liked you."
10:04 PM

say