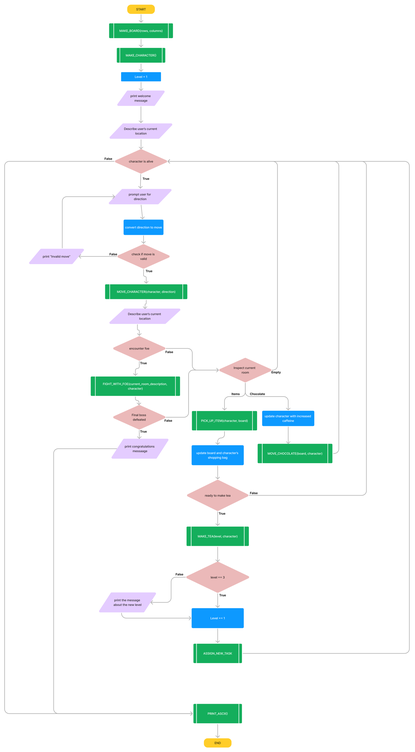
game()



character directory

game_character.py

1. make_character()

2. move_character(character, direction)

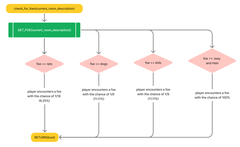
3. pick_up_item(character, board)

challenges directory

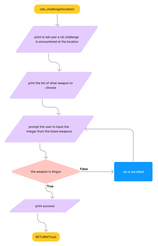
foes.py

1. get_foe(current_room_description)

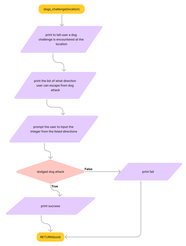
2. check_for_foes(current_room_description)



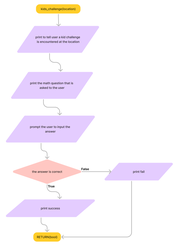
3. rats_challenge(location)



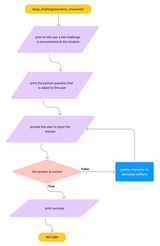
4. dogs_challenge(location)



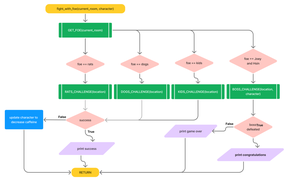
5. kids_challenge(location)



6. boss_challenge(location, character)



7. fight_with_foe(current_room, character)



levels directory

levels.py

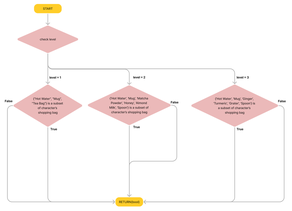
1. assign_new_task(level)

2. print_ASCII()

teas directory

teas.py

1. ready_to_make_tea(level, character)

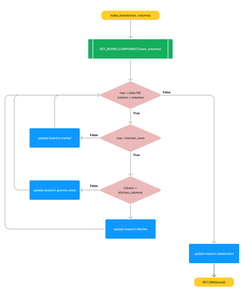


2. make_tea(level, character)

board directory

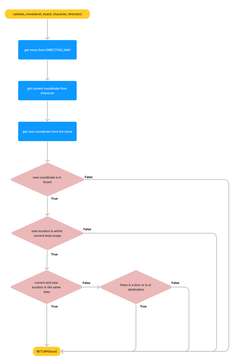
game_board.py

1. make_board(rows, columns)



2. get_board_component(rows, columns)

3. validate_move(level, board, character, direction)



4. move_chocolate(board, character)

5. describe_current_status(board, character, level)

rooms.py

1. random_choice_coordinate(origin_coordinate, rows, columns)

2. kitchen_map(rows, columns, chocolate_room_coordinate)

3. grocery_store_map(origin_coordinate, rows, columns)

4. traditional_market_map(origin_coordinate, rows, columns)