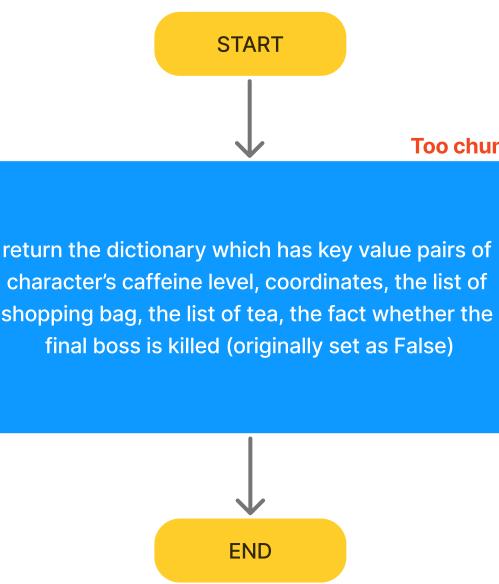
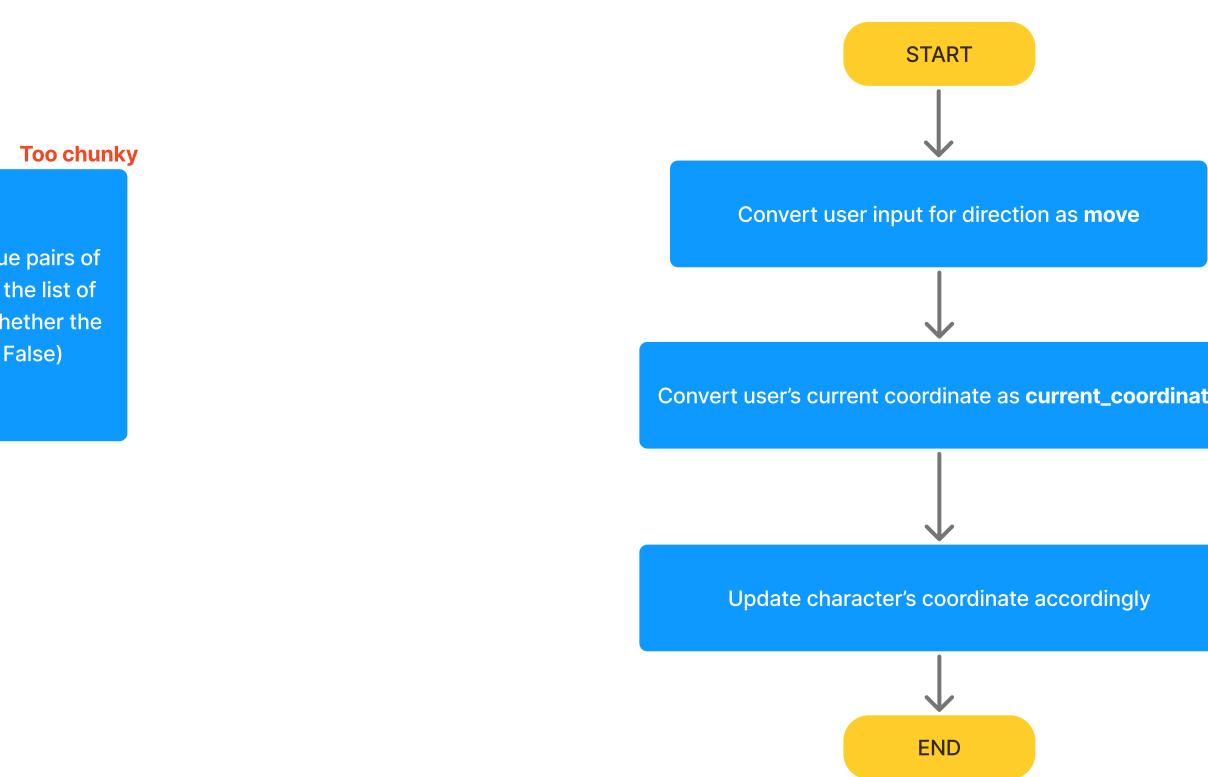
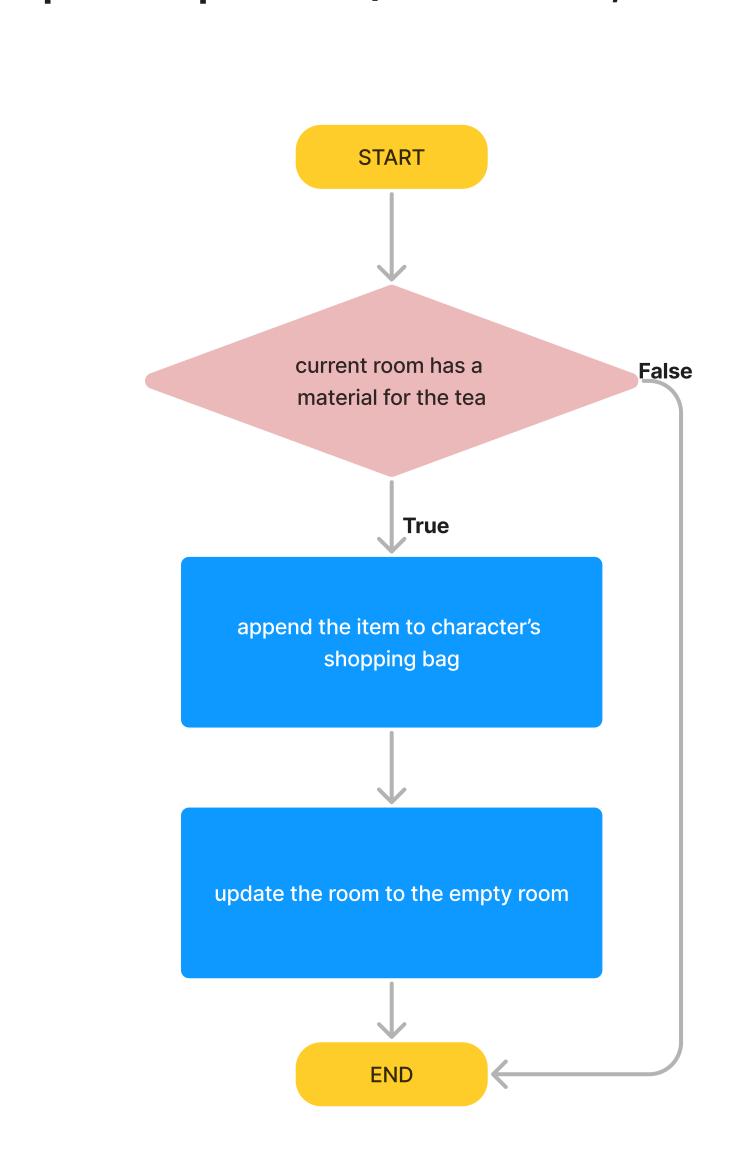


game_character.py

- 1. make_character()
- 2. move_character(character, direction)
- 3. pick_up_item(character, board)

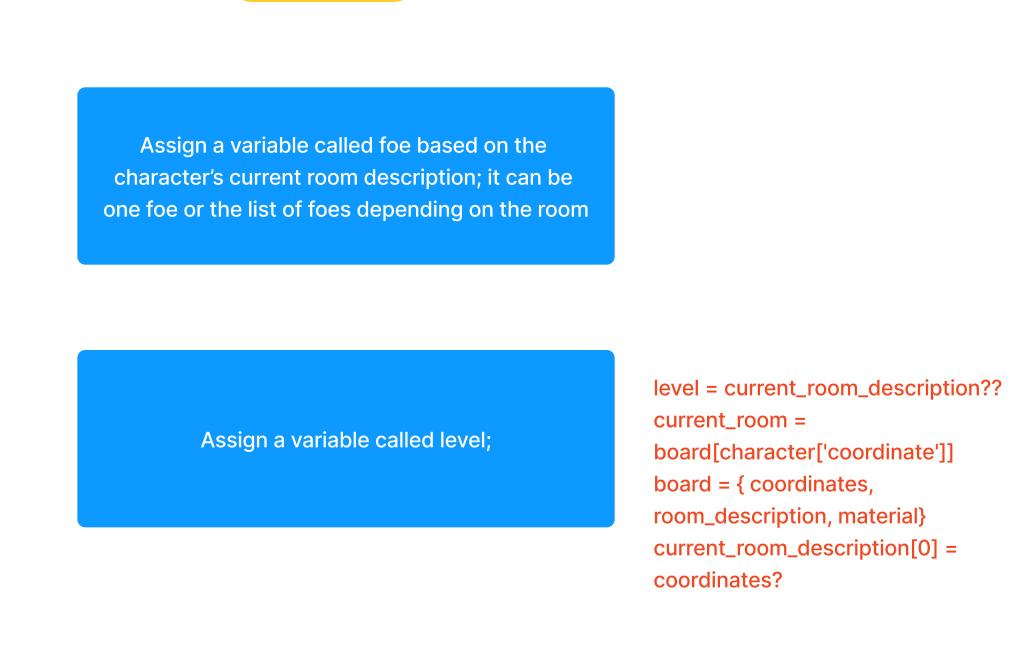


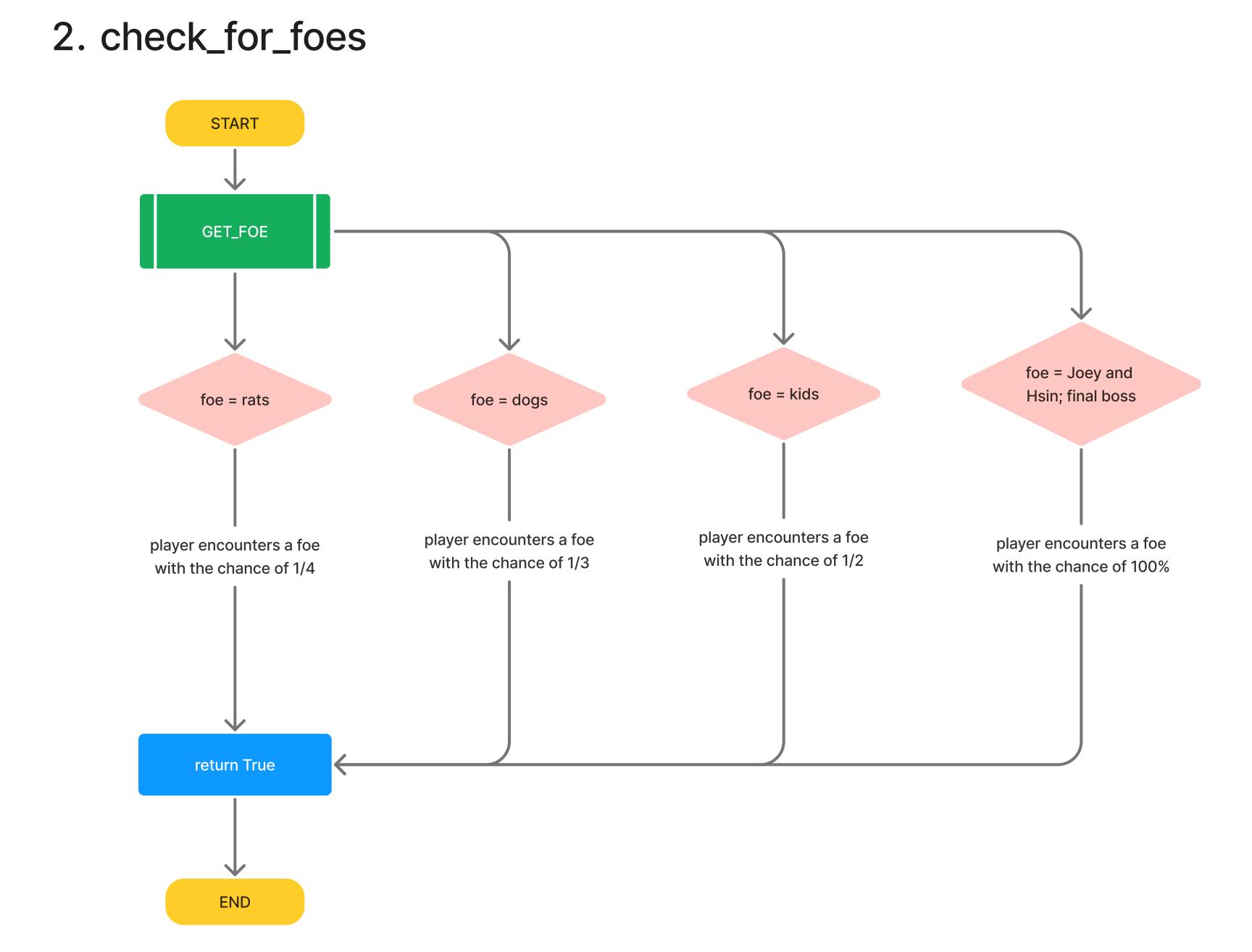




foes.py

1. get_foe





teas.py

1. ready_to_make_tea(level, character)

