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Report for program 05

The objectives of this programming assignment are:

1. Learn to develop your own custom classes.
2. Learn to create and use objects of these classes.

Variables used in program

* Self.ispickUp: when something is picked up, it is either true or false.
* Self.isEat: when a food item is eaten.
* Self.isWorn: if an armor is worn or not
* Self.iswield: if a weapon is wielded or not
* Self.exp: experience points your player earns
* Self.hp: the health level of the player
* Self.islook\_at: if the player looks at something
* Height: the height of the level grid
* Self.name: name of action
* Self.key: the key you press for the specific action

Problems encountered

This program was, in my opinion, the hardest assignment I attempted all semester. Not everything was clear on what I had to do, even after numerous class examples and questions. I felt as though we did not learn enough to be able to fully complete this assignment. I looked up many different resources for help also, and it was still really difficult to understand what I needed to do. In the end, I just tried to the best of my ability, although I was not able to properly generate a level or fill it with characters and treasures. However, I did not experience any issues with Python itself while doing this assignment.