T1A3 - Terminal Application

Development plan

- Create class for player character
- Create class for opponents/bosses
- Create fight method
- Create marketplace and method for buying armour/how it modifies player character
- Create time keeping method for adding to score
- Create way to keep track of high scores

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Python Application overview

Classes

Basic methods

Main game loop

Bash script overview

Unit testing overview

Challenges, ethical issues, favourite parts, etc

Thanks for watching!