**Project Notes from Health Flask Game**

**Game Loop:**

Instead of using “while True:” and having to write specific breaks. Can do the following:

* “while current\_hp > 0:”

Same logic but game now stops loop when current\_hp ever below zero.

**How to think of using “*self.*”:**

Use this any time you are trying to work with an class instance’s own data or behaviour **INSIDE THE CLASS**.

IE:

* Whenever setting/getting attributes tied to object.
* Whenever calling another method on this object

If you are calling it in main bit of code, it becomes:

* “Instance.method()”