

Claude AI

Dungeon Explorer Adventure game that demonstrates object-oriented programming with a unique narrative approach.

This object-oriented adventure game introduces several innovative features:

Flexible Class Hierarchy:

Base Game Character class

Specialized Player and Enemy subclasses

Inheritance and polymorphism principles

Dynamic Game Mechanics:

Random encounters

Exploration system

Turn-based combat

Experience and levelling system

Advanced Python Techniques:

Random number generation

Complex nested data structures

Error handling

Game state management

The game offers an interactive, text-based adventure with RPG-like elements, demonstrating object-oriented programming principles through its modular and extensible design.