



| Elements                 | Location                           |
|--------------------------|------------------------------------|
| Tuple                    | Game board                         |
| List                     | Class and sub-class system         |
| Dictionary comprehension | Board coordinate and description   |
| If selection             | User's choice                      |
| Repetition               | Game loop, battle loop             |
| Membership operator      | Validate user's input              |
| Range                    | Boundaries for randomizing numbers |
| Iertools                 | Printing user's options            |
| Enumerate                | Printing lists                     |
| Map/Filter               | Level up                           |
| Random                   | Battle functions                   |