

# CS 30: RPG Classes (24 marks)

## Object-Oriented Programming (4 marks)

- At least one other class is created besides the map (inventory, characters, enemies, etc)
- At least one class has a child class with inherited properties
- All classes are imported into the main file or other external files
- All class attributes and elements work properly (including printing)

## Map Class (5 marks)

- Map class is created with all the different tile types
- The map has a defined starting position (it doesn't need to be called start)
- The map has a defined end position (it doesn't need to be called end)
- Characters are able to move from tile-to-tile using keyboard inputs
- Inventory and/or obstacles are added to the map and can interact with the user

## Version Control (3 marks)

- The Python file was published properly to GitHub
- All Git commits have meaningful messages to describe the changes
- Changelog is updated to reflect changes to the program

## Python Style Guide (9 marks)

- The program follows the Python Style Guide Rules for White Spaces
- The program follows the Python Style Guide Rules for Line Length
- The program follows the Python Style Guide rules for Line Spaces
- The program follows the Python Style Guide Rules for indentation including visual indentation for multiline code
- Filename relates to your topic (and includes the file extension)
- The program includes a header
- All functions have docstrings that are formatted properly
- Comments for at least blocks of code that belong together
- Comments clearly explain code