

CS 30: Modules and Maps (18 marks)

Game Map (4 marks)

- Map is organized in a nested list (array)¹
- The type of rooms/areas are the elements of the array
- The map is printed out in an organized table or numpy array
- The map is printed out into an external file

Code Organization (5 marks)

- Game elements like inventory, characters, and the map are organized into their own file.
- Import statements are on the top of the files
- Functions and variables are imported to the main game file from things like the inventory, character, and map modules
- Functions and arguments are passed properly
- Imported items are printed out to verify it works properly

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 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 do not exceed the line limit of 79 characters
- Comments clearly explain code

¹ The map can be manually created, randomly generated, or parsed using dsl