

# CS 30: Modules and Maps (18 marks)

## Game Map (4 marks)

- ☐ Map is organized in a nested list (array)<sup>1</sup>
- ☐ 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

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<sup>1</sup> The map can be manually created, randomly generated, or parsed using dsl