

My Project

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Chapter 1

MacLunky Source Code

The folders and files for this project are as follows:

...

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

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Enum	
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Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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resources.entities.arrowtrap.ArrowTrap	
ArrowTrap is an object of type Trap	11
resources.blocks.bits.bits.Bitloader	14
resources.entities.bomb.Bomb	
Bomb is an object of type Throwable	15
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BombPile is an object of type Collectable	18
resources.entities.entities.Box	20
camera.cam	
Update the camera showing the game based on player movement	21
resources.entities.chest.Chest	
Chest is an object of type Throwable	23
resources.entities.collectable.Collectable	
Collectable is an object of type Entity	25
resources.entities.diamond.Diamond	
Diamond is an object of type Treasure	27
display.display	
Display is a class that implements the game user interface screen placements and changes and implements the secrets of M1	29
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Entities is a class that makes entities	38
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readmap.ReadMap	
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Spike is an object of type Trap	89
mover.State	
State contains an enumeration for the player sprite in the game and implements the secrets of M3	91
resources.entities.throwable.Throwable	
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resources.entities.trap.Trap	
Trap is an object of type Entity	98
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Treasure is an object of type Collectable	99
resources.entities.weapon.Weapon	
Weapon is an object of type Entity	100
resources.entities.whip.Whip	
Whip is an object of type Weapon	104

Chapter 4

File Index

4.1 File List

Here is a list of all documented files with brief descriptions:

resources/entities/ arrow.py	107
Contain the specific Arrow type represented by a Throwable	
resources/entities/ arrowtrap.py	107
Contain the specific ArrowTrap type represented by an Trap(Entity)	
resources/entities/ bomb.py	108
Contain the specific Bomb type	
resources/entities/ bombPile.py	108
Contain the specific BombPile type	
resources/entities/ chest.py	109
Contain the specific Chest type	
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Contain the specific Collectable type	
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Contain the specific Treasure type	118
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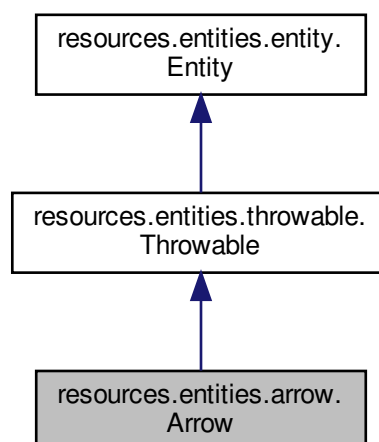
Chapter 5

Class Documentation

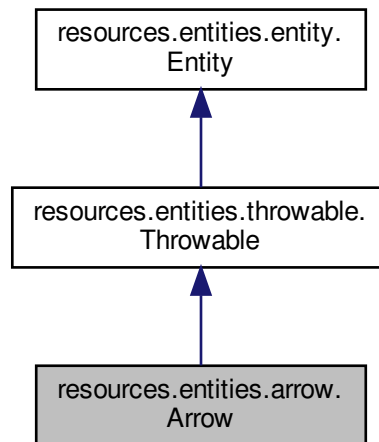
5.1 resources.entities.arrow.Arrow Class Reference

[Arrow](#) is an object of type Throwable.

Inheritance diagram for resources.entities.arrow.Arrow:



Collaboration diagram for resources.entities.arrow.Arrow:



Public Member Functions

- `def __init__ (self, x=None, y=None, name=None, height=None, width=None, hp=None, mat=None)`
Constructor method for [Arrow](#).
- `def pickup (self)`
Set held and playerOwned to True.
- `def putDown (self)`
Set held and playerOwned to False.
- `def tick (self, gameinfo=None, player=None)`
animation movement of the arrow object that is in attack mode

Public Attributes

- **ARROWDAMAGE**
- **playerOwned**
- **xs**

5.1.1 Detailed Description

[Arrow](#) is an object of type `Throwable`.

Extends from [throwable.py](#) and implements the secrets of M4.15

5.1.2 Constructor & Destructor Documentation

5.1.2.1 `__init__()`

```
def resources.entities.arrow.Arrow.__init__ (
    self,
    x = None,
    y = None,
    name = None,
    height = None,
    width = None,
    hp = None,
    mat = None )
```

Constructor method for [Arrow](#).

Parameters

<i>x</i>	an integer element indicating the x position of the arrow object
<i>y</i>	an integer element indicating the y position of the arrow object
<i>hp</i>	an integer element indicating the health points of the arrow object
<i>mat</i>	an image representing the arrow object on the game screen
<i>name</i>	a string representing the name of the image of the object
<i>width</i>	an integer element indicating the width of the arrow object
<i>height</i>	an integer element indicating the height of the arrow object

5.1.3 Member Function Documentation

5.1.3.1 `tick()`

```
def resources.entities.arrow.Arrow.tick (
    self,
    gameinfo = None,
    player = None )
```

animation movement of the arrow object that is in attack mode

Parameters

<i>gameinfo</i>	a ReadMap object element indicating the map where the arrow object is on
<i>player</i>	a Mover object element representing the player of the game that is within range of arrow attack

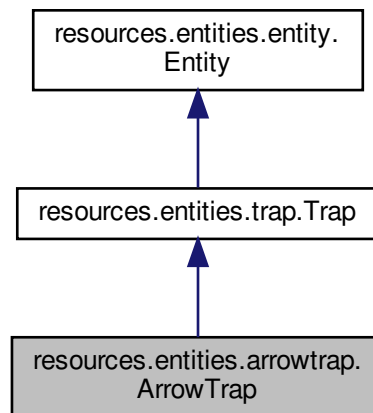
The documentation for this class was generated from the following file:

- resources/entities/[arrow.py](#)

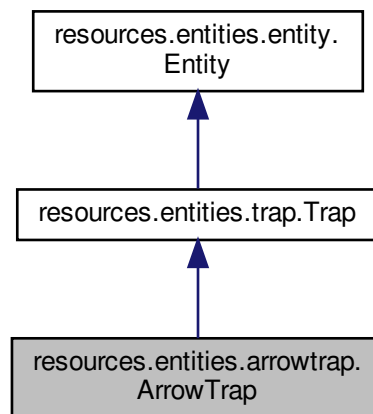
5.2 resources.entities.arrowtrap.ArrowTrap Class Reference

[ArrowTrap](#) is an object of type `Trap`.

Inheritance diagram for resources.entities.arrowtrap.ArrowTrap:



Collaboration diagram for resources.entities.arrowtrap.ArrowTrap:



Public Member Functions

- def `__init__` (self, x=None, y=None, name=None, height=None, width=None, hp=None, mat=None)
Constructor method for [ArrowTrap](#).
- def `setDirection` (self, d)
- def `sense` (self, gameinfo=None, player=None)
check if the player is within the sensing range of the arrow trap object
- def `tick` (self, gameinfo=None, player=None)
animation movement of the arrow trap object attack mechanism to shoot an arrow

Public Attributes

- **arrowSense**
- **direction**
- **arrowMade**

5.2.1 Detailed Description

[ArrowTrap](#) is an object of type [Trap](#).

Extends from [trap.py](#) and implements the secrets of M4.14

5.2.2 Constructor & Destructor Documentation

5.2.2.1 __init__()

```
def resources.entities.arrowtrap.ArrowTrap.__init__ (
    self,
    x = None,
    y = None,
    name = None,
    height = None,
    width = None,
    hp = None,
    mat = None )
```

Constructor method for [ArrowTrap](#).

Parameters

<i>x</i>	an integer element indicating the x position of the arrow trap object
<i>y</i>	an integer element indicating the y position of the arrow trap object
<i>hp</i>	an integer element indicating the health points of the arrow trap object
<i>mat</i>	an image representing the arrow trap object on the game screen
<i>name</i>	a string representing the name of the image of the object
<i>width</i>	an integer element indicating the width of the arrow trap object
<i>height</i>	an integer element indicating the height of the arrow trap object

5.2.3 Member Function Documentation

5.2.3.1 sense()

```
def resources.entities.arrowtrap.ArrowTrap.sense (
    self,
```

```

    gameinfo = None,
    player = None )

```

check if the player is within the sensing range of the arrow trap object

Parameters

<i>gameinfo</i>	a ReadMap object element indicating the map where the arrow trap object is on
<i>player</i>	a Mover object element representing the player of the game that is within range

Returns

a Boolean value indicating if the player was sensed or not, True is returned if the player is within range of the trap

5.2.3.2 tick()

```

def resources.entities.arrowtrap.ArrowTrap.tick (
    self,
    gameinfo = None,
    player = None )

```

animation movement of the arrow trap object attack mechanism to shoot an arrow

Parameters

<i>gameinfo</i>	a ReadMap object element indicating the map where the arrow trap object is on
<i>player</i>	a Mover object element representing the player of the game that is within range of arrow trap attack

Returns

a Boolean value indicating that animation for the frame update is done

The documentation for this class was generated from the following file:

- resources/entities/[arrowtrap.py](#)

5.3 resources.blocks.bits.Bitloader Class Reference

Public Member Functions

- def **__init__** (self)
- def **setoverlay** (self, tile=None, mapinfo=None, bitdict=None, bittype=None)
- def **__init__** (self)
- def **setoverlay** (self, tile=None, mapinfo=None, bitdict=None, bittype=None)

Public Attributes

- **images**

5.3.1 Detailed Description

Loading 'bits' (the extra polished parts) to map tiles

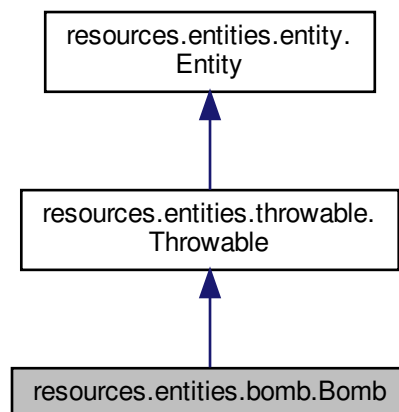
The documentation for this class was generated from the following file:

- Pylunky/pylunky-master/resources/blocks/bits/bits.py

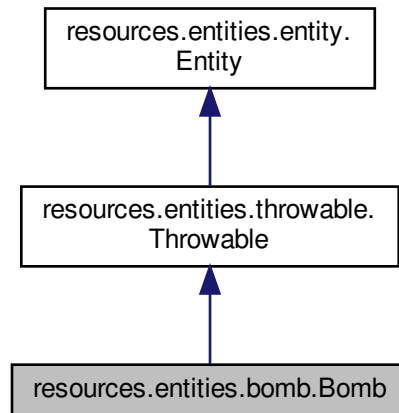
5.4 resources.entities.bomb.Bomb Class Reference

Bomb is an object of type **Throwable**.

Inheritance diagram for resources.entities.bomb.Bomb:



Collaboration diagram for `resources.entities.bomb.Bomb`:



Public Member Functions

- `def __init__` (self, x=None, y=None, name=None, height=None, width=None, hp=None, mat=None)
Constructor method for [Bomb](#).
- `def tick` (self, gameinfo=None, player=None)
Update the bomb with 1 unit of time.
- `def explode` (self, gameinfo=None, player=None)
Explode the bomb.

Public Attributes

- **BOMBTIME**
- **time**
- **xs**

5.4.1 Detailed Description

[Bomb](#) is an object of type `Throwable`.

Extends from [throwable.py](#) and implements the secrets of M4.16

5.4.2 Constructor & Destructor Documentation

5.4.2.1 `__init__()`

```
def resources.entities.bomb.Bomb.__init__ (
    self,
    x = None,
    y = None,
    name = None,
    height = None,
    width = None,
    hp = None,
    mat = None )
```

Constructor method for [Bomb](#).

Create the bomb using `super()`. Set the time to BOMBTIME.

Parameters

<i>x</i>	int representing the x position of the bomb
<i>y</i>	int representing the y position of the bomb
<i>hp</i>	int representing the health points of the bomb
<i>mat</i>	image representing the bomb on the game screen
<i>name</i>	string representing the name of the image of the object
<i>width</i>	int representing the width of the bomb
<i>height</i>	int representing the height of the bomb

5.4.3 Member Function Documentation

5.4.3.1 `explode()`

```
def resources.entities.bomb.Bomb.explode (
    self,
    gameinfo = None,
    player = None )
```

Explode the bomb.

Create an explosion concentric with the bomb. Add it to the game and remove the bomb.

Parameters

<i>gameinfo</i>	ReadMap object representing the level environment
<i>player</i>	Mover object representing the player

5.4.3.2 tick()

```
def resources.entities.bomb.Bomb.tick (
    self,
    gameinfo = None,
    player = None )
```

Update the bomb with 1 unit of time.

Reduce the time. Call super.tick(). Explode if time reaches 0, the bomb stops on a wall, or is destroyed.

Parameters

<i>gameinfo</i>	ReadMap object representing the level environment
<i>player</i>	Mover object representing the player

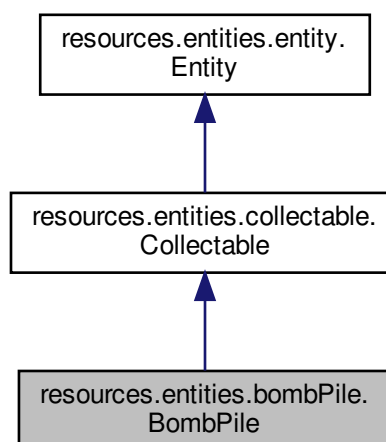
The documentation for this class was generated from the following file:

- [resources/entities/bomb.py](#)

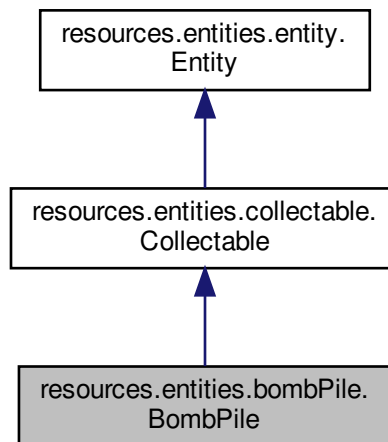
5.5 resources.entities.bombPile.BombPile Class Reference

[BombPile](#) is an object of type Collectable.

Inheritance diagram for resources.entities.bombPile.BombPile:



Collaboration diagram for resources.entities.bombPile.BombPile:



Public Member Functions

- def [use](#) (self, gameinfo=None, player=None)
Use the bombPile.

Additional Inherited Members

5.5.1 Detailed Description

[BombPile](#) is an object of type Collectable.

Extends from [collectable.py](#) and implements the secrets of M4.9

5.5.2 Member Function Documentation

5.5.2.1 use()

```
def resources.entities.bombPile.BombPile.use (  
    self,  
    gameinfo = None,  
    player = None )
```

Use the bombPile.

Give the player bombs equal to the bombPile's value.

Parameters

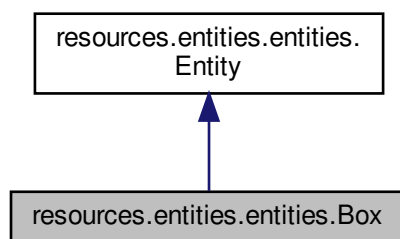
<i>gameinfo</i>	ReadMap object representing the level environment
<i>player</i>	Mover object representing the player

The documentation for this class was generated from the following file:

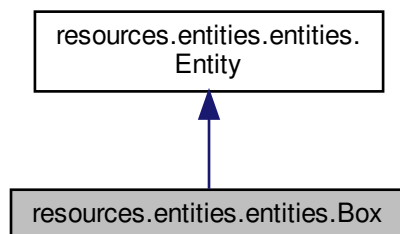
- [resources/entities/bombPile.py](#)

5.6 resources.entities.entities.Box Class Reference

Inheritance diagram for resources.entities.entities.Box:



Collaboration diagram for resources.entities.entities.Box:

**Public Member Functions**

- def **use** (self, gameinfo=None, player=None)

Additional Inherited Members

The documentation for this class was generated from the following file:

- Pylunky/pylunky-master/resources/entities/entities.py

5.7 camera.cam Class Reference

Update the camera showing the game based on player movement.

Public Member Functions

- def `__init__` (self, x=0, y=0, width=0, height=0, mapw=0, maph=0)
Constructor to create the camera type.
- def `move` (self, x, y, adj)
Move the camera.
- def `__init__` (self, x=0, y=0, width=0, height=0, mapw=0, maph=0)
- def `move` (self, x, y)

Public Attributes

- `x`
- `y`
- `width`
- `height`
- `mapw`
- `maph`
- `adj`

5.7.1 Detailed Description

Update the camera showing the game based on player movement.

Implements the secrets of M1. Show only the portion of the map applicable to the player's motion by the user

5.7.2 Constructor & Destructor Documentation

5.7.2.1 `__init__()`

```
def camera.cam.__init__ (
    self,
    x = 0,
    y = 0,
    width = 0,
    height = 0,
    mapw = 0,
    maph = 0 )
```

Constructor to create the camera type.

Parameters

<i>x</i>	an integer element indicating the x position of the camera object
<i>y</i>	an integer element indicating the y position of the camera object
<i>height</i>	an integer element indicating the height of the camera object
<i>mapw</i>	an integer element indicating the width of the camera map
<i>maph</i>	an integer element indicating the height of the camera map

5.7.3 Member Function Documentation**5.7.3.1 move()** [1/2]

```
def camera.cam.move (
    self,
    x,
    y )
```

Move the camera to where the player is, lock to the corners of the map

5.7.3.2 move() [2/2]

```
def camera.cam.move (
    self,
    x,
    y,
    adj )
```

Move the camera.

Move the camera to where the player is, lock to the corners of the map

Parameters

<i>x</i>	x axis coordinate position of the player wrt to the camera coordinates
<i>y</i>	y axis coordinate position of the player wrt to the camera coordinates
<i>adj</i>	int representing how much to move the camera

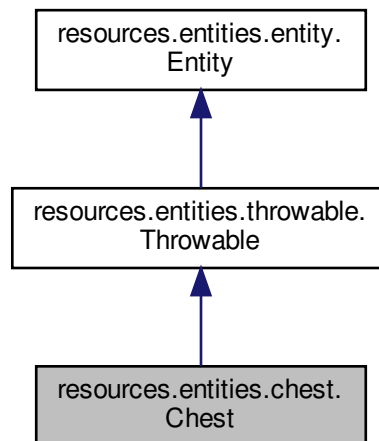
The documentation for this class was generated from the following file:

- camera.py

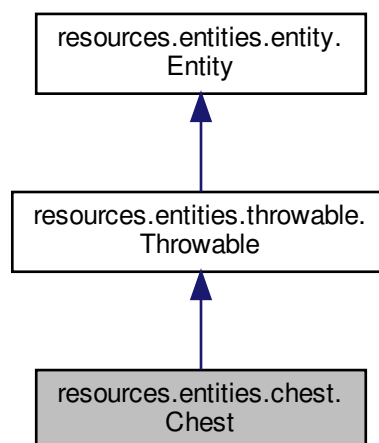
5.8 resources.entities.chest.Chest Class Reference

[Chest](#) is an object of type Throwable.

Inheritance diagram for resources.entities.chest.Chest:



Collaboration diagram for resources.entities.chest.Chest:



Public Member Functions

- def [useable](#) (self)

Constructor method for [Chest](#).

- `def use (self, gameinfo=None, player=None)`
Use the throwable.

Additional Inherited Members

5.8.1 Detailed Description

[Chest](#) is an object of type `Throwable`.

Extends from [throwable.py](#) and implements the secrets of M4.15

5.8.2 Member Function Documentation

5.8.2.1 `use()`

```
def resources.entities.chest.Chest.use (
    self,
    gameinfo = None,
    player = None )
```

Use the throwable.

Call `super()`. If not open create a random Treasure, place it centred with the chest, and add it to the game.

Parameters

<i>gameinfo</i>	ReadMap object representing the level environment
<i>player</i>	Mover object representing the player

5.8.2.2 `useable()`

```
def resources.entities.chest.Chest.useable (
    self )
```

Constructor method for [Chest](#).

Create the chest using `super()`. Set open to False.

Parameters

<i>x</i>	int representing the x position of the chest
<i>y</i>	int representing the y position of the chest

Parameters

<i>hp</i>	int representing the health points of the chest
<i>mat</i>	image representing the chest on the game screen
<i>name</i>	string representing the name of the image of the object
<i>text</i>	string representing additional object information
<i>width</i>	int representing the width of the chest
<i>height</i>	int representing the height of the chest
	def init (self, x=None, y=None, hp=None, mat=None, name=None, text=None, width=None, height=None): super().__init__(x, y, hp, mat, name, text, width, height) self.open = False Determine if a chest is useable

Returns

True

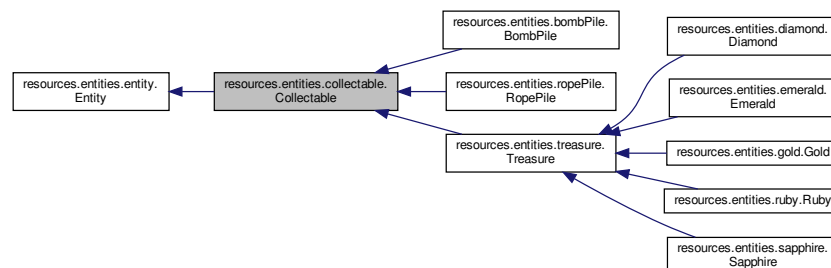
The documentation for this class was generated from the following file:

- [resources/entities/chest.py](#)

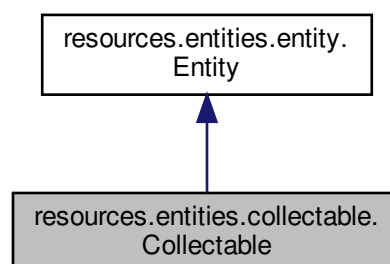
5.9 resources.entities.collectable.Collectable Class Reference

[Collectable](#) is an object of type Entity.

Inheritance diagram for resources.entities.collectable.Collectable:



Collaboration diagram for resources.entities.collectable.Collectable:



Public Member Functions

- `def __init__ (self, x=None, y=None, name=None, height=None, width=None, hp=None, mat=None)`
Constructor method for [Collectable](#).
- `def useable (self)`
Determine if a collectable is useable.
- `def use (self, gameinfo=None, player=None)`
Use the collectable.

Public Attributes

- `val`

5.9.1 Detailed Description

[Collectable](#) is an object of type Entity.

Extends from [entity.py](#) and implements the secrets of M4.2

5.9.2 Constructor & Destructor Documentation

5.9.2.1 __init__()

```
def resources.entities.collectable.Collectable.__init__ (
    self,
    x = None,
    y = None,
    name = None,
    height = None,
    width = None,
    hp = None,
    mat = None )
```

Constructor method for [Collectable](#).

Create the collectable using `super()`. Set the value.

Parameters

<i>x</i>	int representing the x position of the collectable
<i>y</i>	int representing the y position of the collectable
<i>hp</i>	int representing the health points of the collectable
<i>mat</i>	image representing the collectable on the game screen
<i>name</i>	string representing the name of the image of the object
<i>width</i>	int representing the width of the collectable
<i>height</i>	int representing the height of the collectable

5.9.3 Member Function Documentation

5.9.3.1 use()

```
def resources.entities.collectable.Collectable.use (
    self,
    gameinfo = None,
    player = None )
```

Use the collectable.

Parameters

<i>gameinfo</i>	ReadMap object representing the level environment
<i>player</i>	Mover object representing the player

5.9.3.2 useable()

```
def resources.entities.collectable.Collectable.useable (
    self )
```

Determine if a collectable is useable.

Returns

True

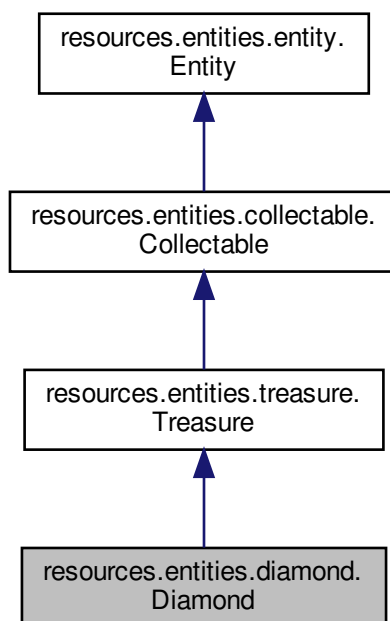
The documentation for this class was generated from the following file:

- resources/entities/[collectable.py](#)

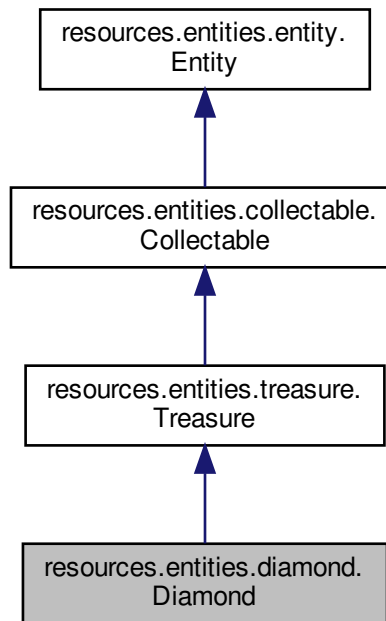
5.10 resources.entities.diamond.Diamond Class Reference

[Diamond](#) is an object of type `Treasure`.

Inheritance diagram for resources.entities.diamond.Diamond:



Collaboration diagram for resources.entities.diamond.Diamond:



Additional Inherited Members

5.10.1 Detailed Description

[Diamond](#) is an object of type `Treasure`.

Extends from [treasure.py](#) and implements the secrets of M4.8

The documentation for this class was generated from the following file:

- [resources/entities/diamond.py](#)

5.11 display.display Class Reference

`Display` is a class that implements the game user interface screen placements and changes and implements the secrets of M1.

Public Member Functions

- `def __init__ (self)`
constructor method for class display, initializes text font for game screen information to be displayed
- `def ui (self, screen=None, camera=None, player=None, gameinfo=None)`
method for updating the game display on the screen
- `def showent (self, screen=None, cam=None, gameinfo=None)`
method for updating the game display for showing entities objects on the screen
- `def sign (self, screen=None, cam=None, gameinfo=None, player=None)`
method for updating the game display for showing the sign text information as a player passes the entity on the screen
- `def resourceDisp (self, screen=None, player=None)`
method for updating the game display for showing the player state information on the screen
- `def goldDisp (self, screen=None, player=None)`
method for updating the game display for showing the gold to be collected on the screen
- `def gameover (self, screen=None, player=None)`
method for updating the game screen when the win condition is met or the lose condition is met or exit condition met
- `def addScore (self, screen=None, player=None)`
method for saving the player is score in a highscore file that can be accessed by the player outside the game
- `def location (self, screen=None, player=None)`
- `def __init__ (self)`
- `def ui (self, screen=None, camera=None, player=None, gameinfo=None)`
- `def showent (self, screen=None, cam=None, gameinfo=None)`
- `def sign (self, screen=None, cam=None, gameinfo=None, player=None)`
- `def hpdisp (self, screen=None, player=None)`
- `def golddisp (self, screen=None, player=None)`
- `def gameover (self, screen=None, player=None)`

Public Attributes

- `textfont`
- `c`

5.11.1 Detailed Description

Display is a class that implements the game user interface screen placements and changes and implements the secrets of M1.

Implements the secrets of M1. The class contains screen changes information and the displayed content of the game

5.11.2 Member Function Documentation

5.11.2.1 `addScore()`

```
def display.display.addScore (
    self,
    screen = None,
    player = None )
```

method for saving the player is score in a highscore file that can be accessed by the player outside the game

Parameters

<i>screen</i>	is a pygame display surface representing the game screen
<i>player</i>	is a Mover element indicating the player playing the game and interacting with the screen

5.11.2.2 `gameover()`

```
def display.display.gameover (
    self,
    screen = None,
    player = None )
```

method for updating the game screen when the win condition is met or the lose condition is met or exit condition met

Parameters

<i>screen</i>	is a pygame display surface representing the game screen
<i>player</i>	is a Mover element indicating the player playing the game and interacting with the screen

5.11.2.3 `goldDisp()`

```
def display.display.goldDisp (
    self,
    screen = None,
    player = None )
```

method for updating the game display for showing the gold to be collected on the screen

Parameters

<i>screen</i>	is a pygame display surface representing the game screen
<i>player</i>	is a Mover element indicating the player playing the game and interacting with the screen

5.11.2.4 `resourceDisp()`

```
def display.display.resourceDisp (
    self,
    screen = None,
    player = None )
```

method for updating the game display for showing the player state information on the screen

updates the information displayed about the player health and resources to be used to aid the player in the game

Parameters

<i>screen</i>	is a pygame display surface representing the game screen
<i>player</i>	is a Mover element indicating the player playing the game and interacting with the screen

5.11.2.5 showent()

```
def display.display.showent (
    self,
    screen = None,
    cam = None,
    gameinfo = None )
```

method for updating the game display for showing entities objects on the screen

Parameters

<i>screen</i>	is a pygame display surface representing the game screen
<i>cam</i>	is a camera object indicating the player screen view
<i>gameinfo</i>	a ReadMap object element indicating the map where the Mover object is on

5.11.2.6 sign()

```
def display.display.sign (
    self,
    screen = None,
    cam = None,
    gameinfo = None,
    player = None )
```

method for updating the game display for showing the sign text information as a player passes the entity on the screen

Parameters

<i>screen</i>	is a pygame display surface representing the game screen
<i>cam</i>	is a camera object indicating the player screen view
<i>player</i>	is a Mover element indicating the player playing the game and interacting with the screen
<i>gameinfo</i>	a ReadMap object element indicating the map where the Mover object is on

5.11.2.7 ui()

```
def display.display.ui (
```

```

    self,
    screen = None,
    camera = None,
    player = None,
    gameinfo = None )

```

method for updating the game display on the screen

Parameters

<i>screen</i>	is a pygame display surface representing the game screen
<i>camera</i>	is a camera object indicating the player screen view
<i>player</i>	is a Mover element indicating the player playing the game and interacting with the screen
<i>gameinfo</i>	a ReadMap object element indicating the map where the Mover object is on

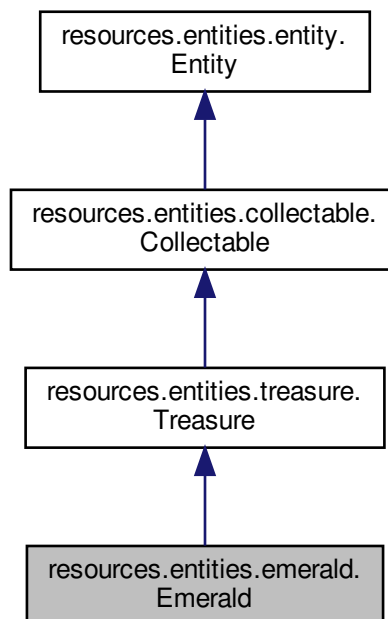
The documentation for this class was generated from the following file:

- display.py

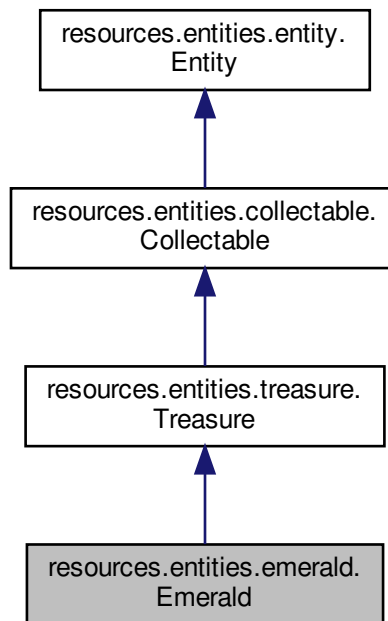
5.12 resources.entities.emerald.Emerald Class Reference

[Emerald](#) is an object of type `Treasure`.

Inheritance diagram for `resources.entities.emerald.Emerald`:



Collaboration diagram for `resources.entities.emerald.Emerald`:



Additional Inherited Members

5.12.1 Detailed Description

[Emerald](#) is an object of type `Treasure`.

Extends from [treasure.py](#) and implements the secrets of M4.6

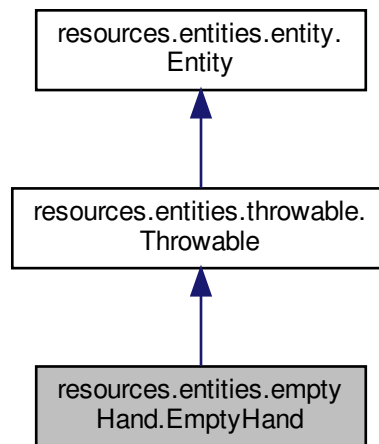
The documentation for this class was generated from the following file:

- `resources/entities/emerald.py`

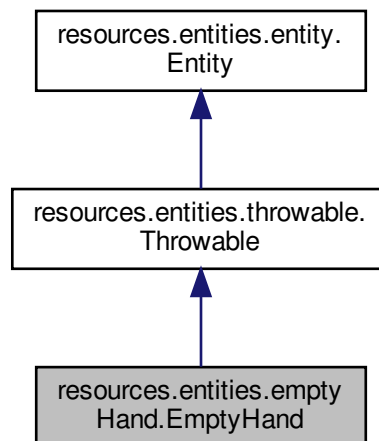
5.13 `resources.entities.emptyHand.EmptyHand` Class Reference

[EmptyHand](#) is an object of type `Throwable`.

Inheritance diagram for resources.entities.emptyHand.EmptyHand:



Collaboration diagram for resources.entities.emptyHand.EmptyHand:



Additional Inherited Members

5.13.1 Detailed Description

[EmptyHand](#) is an object of type [Throwable](#).

Extends from [throwable.py](#) and implements the secrets of M4.17

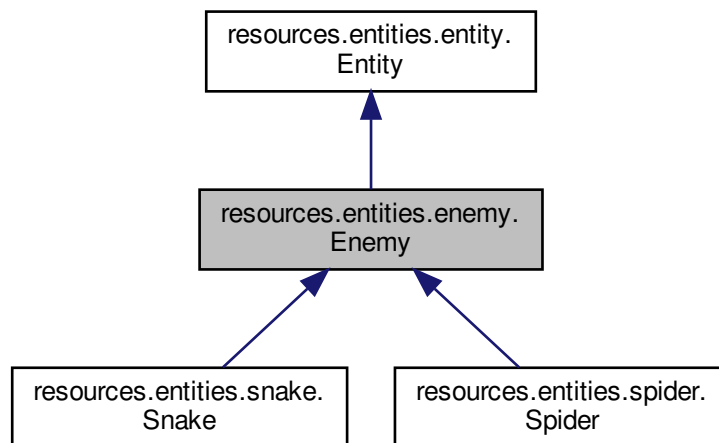
The documentation for this class was generated from the following file:

- [resources/entities/emptyHand.py](#)

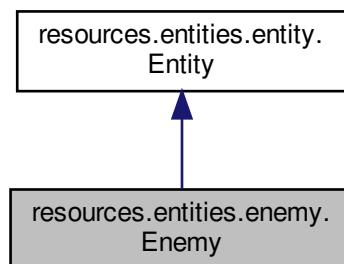
5.14 resources.entities.enemy.Entity Class Reference

[Enemy](#) is an object of type Entity.

Inheritance diagram for resources.entities.enemy.Entity:



Collaboration diagram for resources.entities.enemy.Entity:



Public Member Functions

- `def __init__(self, x=None, y=None, name=None, height=None, width=None, hp=None, mat=None)`
- `def tick(self, gameinfo=None, player=None)`

- *Update the enemy with 1 unit of time.*
- def `damage` (self, d=0, gameinfo=None)
Take damage.
- def `gravity` (self)
Gravity effect.
- def `move` (self, gameinfo=None, x=None, y=None)
Move.

Public Attributes

- **xs**
- **ys**
- **GRAVITY**
- **attack**

5.14.1 Detailed Description

`Enemy` is an object of type `Entity`.

Extends from `entity.py` and implements the secrets of M4.18

5.14.2 Member Function Documentation

5.14.2.1 `damage()`

```
def resources.entities.enemy.Enemy.damage (
    self,
    d = 0,
    gameinfo = None )
```

Take damage.

Take damage. Remove from game if dead.

Parameters

<i>d</i>	int representing the damage taken
<i>gameinfo</i>	ReadMap object representing the level environment

5.14.2.2 `move()`

```
def resources.entities.enemy.Enemy.move (
    self,
```

```

    gameinfo = None,
    x = None,
    y = None )

```

Move.

Parameters

<i>gameinfo</i>	ReadMap object representing the level environment
<i>player</i>	Mover object representing the player

5.14.2.3 tick()

```

def resources.entities.enemy.Enemy.tick (
    self,
    gameinfo = None,
    player = None )

```

Update the enemy with 1 unit of time.

Gravity effect, move, damage player.

Parameters

<i>gameinfo</i>	ReadMap object representing the level environment
<i>player</i>	Mover object representing the player

The documentation for this class was generated from the following file:

- resources/entities/[enemy.py](#)

5.15 resources.entities.entities.Entities Class Reference

[Entities](#) is a class that makes entities.

Public Member Functions

- def [makeEnt](#) (name, x, y)
Create an entity.

5.15.1 Detailed Description

[Entities](#) is a class that makes entities.

Implements the secrets of M4

5.15.2 Member Function Documentation

5.15.2.1 makeEnt()

```
def resources.entities.entities.Entities.makeEnt (
    name,
    x,
    y )
```

Create an entity.

Parameters

<i>x</i>	an integer element indicating the x position of the entity object
<i>y</i>	an integer element indicating the y position of the entity object
<i>name</i>	a string representing the name of the entity

Returns

[Entity](#) object representing the created entity

The documentation for this class was generated from the following file:

- resources/entities/entities.py

5.16 readmap.Entity Class Reference

Public Member Functions

- def **__init__** (self, x=None, y=None, hp=None, mat=None)
- def **move** (self, x=None, y=None)

Public Attributes

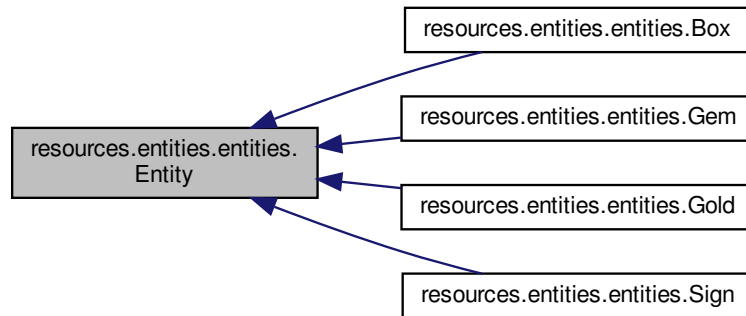
- x**
- y**
- hp**
- mat**

The documentation for this class was generated from the following file:

- Pylunky/pylunky-master/readmap.py

5.17 resources.entities.entities.Entity Class Reference

Inheritance diagram for resources.entities.entities.Entity:



Public Member Functions

- `def __init__ (self, x=None, y=None, hp=None, mat=None, name=None, text=None, width=None, height=None)`
- `def move (self, x=None, y=None)`
- `def position (self)`
- `def debuginfo (self)`

Public Attributes

- `x`
- `y`
- `height`
- `width`
- `hp`
- `mat`
- `name`
- `target`
- `text`

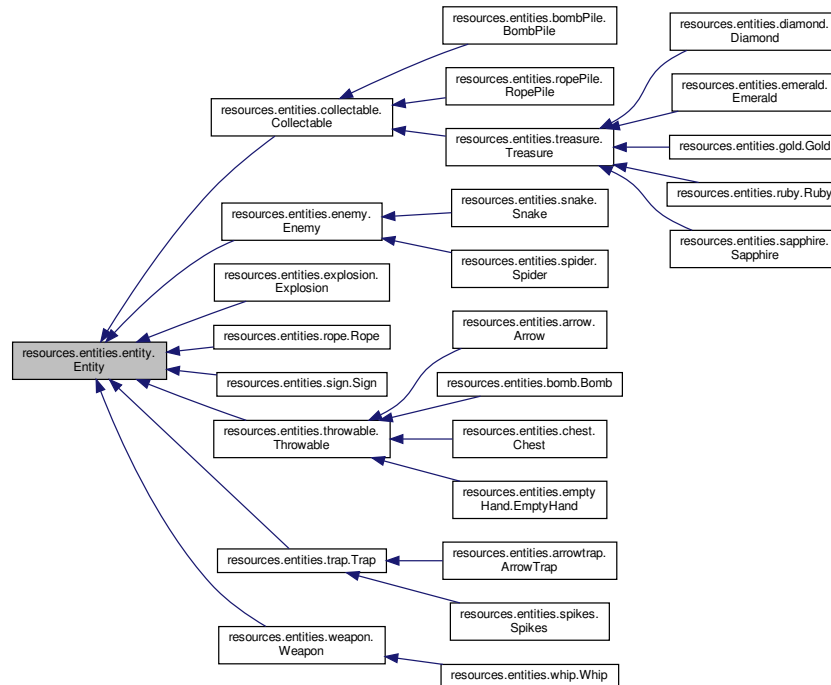
The documentation for this class was generated from the following file:

- `Pylunky/pylunky-master/resources/entities/entities.py`

5.18 resources.entities.entity.Entity Class Reference

[Entity](#) is an object.

Inheritance diagram for resources.entities.entity.Entity:



Public Member Functions

- `def __init__ (self, x=None, y=None, name=None, height=None, width=None, hp=None, mat=None)`
Constructor method for [Entity](#).
- `def move (self, x=None, y=None)`
Change the position.
- `def set (self, x=None, y=None)`
Set the position.
- `def position (self)`
Get the position.
- `def dimension (self)`
Get the dimensions.
- `def damage (self, d=0, gameinfo=None)`
Take damage.
- `def overlap (self, ent=None)`
Determine if an entity overlaps with self.
- `def tick (self, gameinfo=None, player=None)`
Update the [Entity](#) with 1 unit of time.
- `def useable (self)`
Determine if an entity is useable.
- `def use (self, gameinfo=None, player=None)`
Use the entity.
- `def flipImage (self, x=None, y=None)`
Flip mat.

Public Attributes

- **x**
- **y**
- **height**
- **width**
- **hp**
- **mat**
- **name**

5.18.1 Detailed Description

[Entity](#) is an object.

Implements the secrets of M4.1

5.18.2 Constructor & Destructor Documentation

5.18.2.1 `__init__()`

```
def resources.entities.entity.Entity.__init__ (
    self,
    x = None,
    y = None,
    name = None,
    height = None,
    width = None,
    hp = None,
    mat = None )
```

Constructor method for [Entity](#).

Set the state.

Parameters

<i>x</i>	int representing the x position of the entity
<i>y</i>	int representing the y position of the entity
<i>hp</i>	int representing the health points of the entity
<i>mat</i>	image representing the entity on the game screen
<i>name</i>	string representing the name of the image of the object
<i>width</i>	int representing the width of the entity
<i>height</i>	int representing the height of the entity

5.18.3 Member Function Documentation

5.18.3.1 damage()

```
def resources.entities.entity.Entity.damage (
    self,
    d = 0,
    gameinfo = None )
```

Take damage.

Take damage

Parameters

<i>d</i>	int representing the damage taken
<i>gameinfo</i>	ReadMap object representing the level environment

5.18.3.2 dimension()

```
def resources.entities.entity.Entity.dimension (
    self )
```

Get the dimensions.

Returns

int, int representing the height and width

5.18.3.3 flipImage()

```
def resources.entities.entity.Entity.flipImage (
    self,
    x = None,
    y = None )
```

Flip mat.

Parameters

<i>x</i>	boolean representing vertical mirroring
<i>y</i>	boolean representing horizontal mirroring

5.18.3.4 move()

```
def resources.entities.entity.Entity.move (
    self,
    x = None,
    y = None )
```

Change the position.

Parameters

<i>x</i>	int representing the change in the x axis
<i>y</i>	int representing the change in the y axis

5.18.3.5 overlap()

```
def resources.entities.entity.Entity.overlap (
    self,
    ent = None )
```

Determine if an entity overlaps with self.

Check corners

Parameters

<i>ent</i>	Entity object representing another Entity
------------	---

5.18.3.6 position()

```
def resources.entities.entity.Entity.position (
    self )
```

Get the position.

Returns

int, int representing the position in the x and y axis

5.18.3.7 set()

```
def resources.entities.entity.Entity.set (
    self,
    x = None,
    y = None )
```

Set the position.

Parameters

<i>x</i>	int representing the position in the x axis
<i>y</i>	int representing the position in the y axis

5.18.3.8 tick()

```
def resources.entities.entity.Entity.tick (
    self,
    gameinfo = None,
    player = None )
```

Update the [Entity](#) with 1 unit of time.

Parameters

<i>gameinfo</i>	ReadMap object representing the level environment
<i>player</i>	Mover object representing the player

5.18.3.9 use()

```
def resources.entities.entity.Entity.use (
    self,
    gameinfo = None,
    player = None )
```

Use the entity.

Parameters

<i>gameinfo</i>	ReadMap object representing the level environment
<i>player</i>	Mover object representing the player

5.18.3.10 useable()

```
def resources.entities.entity.Entity.useable (
    self )
```

Determine if an entity is useable.

Returns

False

The documentation for this class was generated from the following file:

- resources/entities/[entity.py](#)

5.19 readmap.EntMap Class Reference

Map of all entities.

Public Member Functions

- def **__init__** (self, text=None)
- def **count** (self)
- def **add** (self, entry=None)
- def **rem** (self, entry=None)
- def **__init__** (self, text=None)
Create the entities.
- def **count** (self)
Get number of entities.
- def **add** (self, entry=None)
Add an entity.
- def **rem** (self, entry=None)
Remove an entity.

Public Attributes

- **entlist**
- **enemylist**

5.19.1 Detailed Description

Map of all entities.

Implements the secrets of M5

5.19.2 Constructor & Destructor Documentation

5.19.2.1 `__init__()`

```
def readmap.EntMap.__init__ (
    self,
    text = None )
```

Create the entities.

Create the entities from the map data

Parameters

<i>text</i>	File containing map data
-------------	--------------------------

5.19.3 Member Function Documentation

5.19.3.1 add()

```
def readmap.EntMap.add (  
    self,  
    entry = None )
```

Add an entity.

Parameters

<i>entry</i>	Entity object representing the entity to add
--------------	--

5.19.3.2 count()

```
def readmap.EntMap.count (  
    self )
```

Get number of entities.

Returns

int representing the number of entities

5.19.3.3 rem()

```
def readmap.EntMap.rem (  
    self,  
    entry = None )
```

Remove an entity.

Parameters

<i>entry</i>	Entity object representing the entity to remove
--------------	---

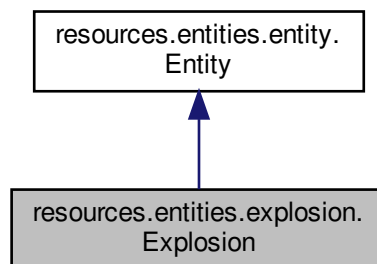
The documentation for this class was generated from the following file:

- Pylunky/pylunky-master/readmap.py

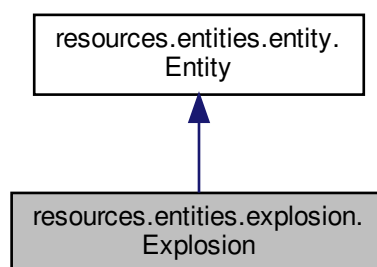
5.20 resources.entities.explosion.Explosion Class Reference

[Explosion](#) is an object of type Entity.

Inheritance diagram for resources.entities.explosion.Explosion:



Collaboration diagram for resources.entities.explosion.Explosion:



Public Member Functions

- `def __init__ (self, x=None, y=None, name=None, height=None, width=None, hp=None, mat=None)`
Constructor method for [Explosion](#).
- `def tick (self, gameinfo=None, player=None)`
Update the explosion with 1 unit of time.

- def [explode](#) (self, gameinfo=None, player=None)
Destroy blocks, player, and entities.
- def [destroyBlock](#) (self, gameinfo=None)
Destroy nearby blocks.
- def [destroyEnt](#) (self, gameinfo=None)
Damage nearby entities.
- def [destroyPlayer](#) (self, player=None)
Damage the nearby player.

Public Attributes

- **DURATION**
- **time**
- **DAMAGE**

5.20.1 Detailed Description

[Explosion](#) is an object of type Entity.

Extends from [entity.py](#) and implements the secrets of M4.12

5.20.2 Constructor & Destructor Documentation

5.20.2.1 `__init__()`

```
def resources.entities.explosion.Explosion.__init__ (
    self,
    x = None,
    y = None,
    name = None,
    height = None,
    width = None,
    hp = None,
    mat = None )
```

Constructor method for [Explosion](#).

Create the explosion using `super()`. Set the time to DURATION.

Parameters

<i>x</i>	int representing the x position of the explosion
<i>y</i>	int representing the y position of the explosion
<i>hp</i>	int representing the health points of the explosion
<i>mat</i>	image representing the explosion on the game screen
<i>name</i>	string representing the name of the image of the object
<i>width</i>	int representing the width of the explosion
<i>height</i>	int representing the height of the explosion

5.20.3 Member Function Documentation

5.20.3.1 destroyBlock()

```
def resources.entities.explosion.Expllosion.destroyBlock (
    self,
    gameinfo = None )
```

Destroy nearby blocks.

Parameters

<i>gameinfo</i>	ReadMap object representing the level environment
-----------------	---

5.20.3.2 destroyEnt()

```
def resources.entities.explosion.Expllosion.destroyEnt (
    self,
    gameinfo = None )
```

Damage nearby entities.

Parameters

<i>gameinfo</i>	ReadMap object representing the level environment
-----------------	---

5.20.3.3 destroyPlayer()

```
def resources.entities.explosion.Expllosion.destroyPlayer (
    self,
    player = None )
```

Damage the nearby player.

Parameters

<i>player</i>	Mover object representing the player
---------------	--------------------------------------

5.20.3.4 explode()

```
def resources.entities.explosion.Explosion.explode (
    self,
    gameinfo = None,
    player = None )
```

Destroy blocks, player, and entities.

Parameters

<i>gameinfo</i>	ReadMap object representing the level environment
<i>player</i>	Mover object representing the player

5.20.3.5 tick()

```
def resources.entities.explosion.Explosion.tick (
    self,
    gameinfo = None,
    player = None )
```

Update the explosion with 1 unit of time.

Reduce the time. If time reaches 0, remove the explosion from the game.

Parameters

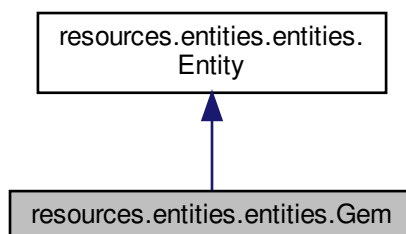
<i>gameinfo</i>	ReadMap object representing the level environment
<i>player</i>	Mover object representing the player

The documentation for this class was generated from the following file:

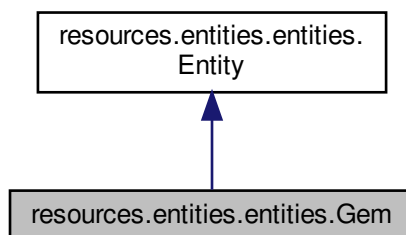
- [resources/entities/explosion.py](#)

5.21 resources.entities.entities.Gem Class Reference

Inheritance diagram for resources.entities.entities.Gem:



Collaboration diagram for resources.entities.entities.Gem:



Public Member Functions

- `def use` (self, gameinfo=None, player=None)

Additional Inherited Members

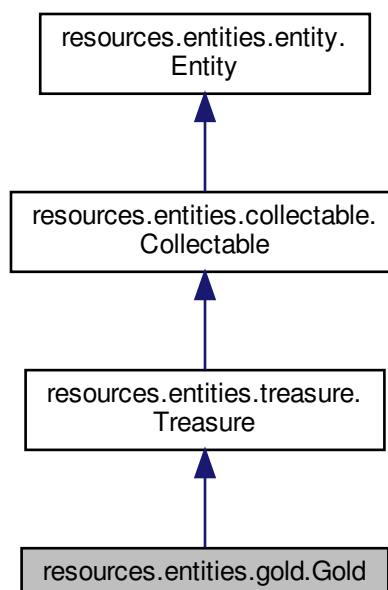
The documentation for this class was generated from the following file:

- `Pylunky/pylunky-master/resources/entities/entities.py`

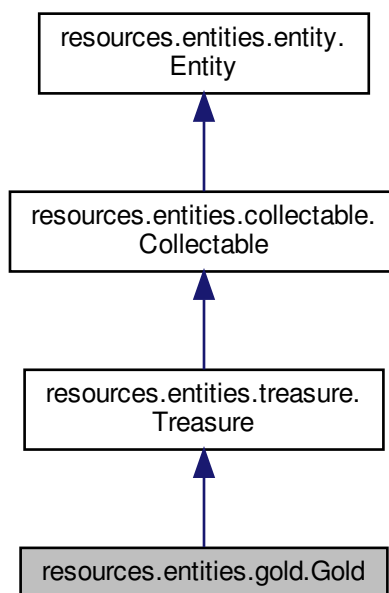
5.22 resources.entities.gold.Gold Class Reference

[Gold](#) is an object of type `Treasure`.

Inheritance diagram for `resources.entities.gold.Gold`:



Collaboration diagram for resources.entities.gold.Gold:



Additional Inherited Members

5.22.1 Detailed Description

[Gold](#) is an object of type `Treasure`.

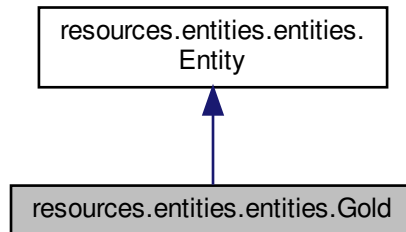
Extends from [treasure.py](#) and implements the secrets of M4.4

The documentation for this class was generated from the following file:

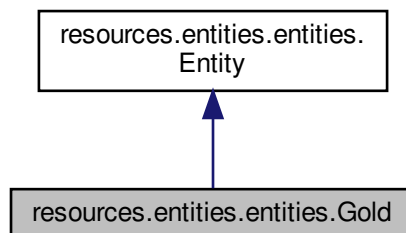
- [resources/entities/gold.py](#)

5.23 resources.entities.entities.Gold Class Reference

Inheritance diagram for resources.entities.entities.Gold:



Collaboration diagram for resources.entities.entities.Gold:



Public Member Functions

- def **use** (self, gameinfo=None, player=None)

Additional Inherited Members

The documentation for this class was generated from the following file:

- Pylunky/pylunky-master/resources/entities/entities.py

5.24 readmap.MapCell Class Reference

Details of map blocks.

Public Member Functions

- def `__init__` (self, posx=None, posy=None, mat=None, trans=None, soli=None, bittype=None, name=None)
- def `__init__` (self, posx=None, posy=None, mat=None, trans=None, soli=None, bittype=None, name=None)

Public Attributes

- **mat**
- **posx**
- **posy**
- **trans**
- **soli**
- **bittype**
- **name**

5.24.1 Detailed Description

Details of map blocks.

The documentation for this class was generated from the following file:

- Pylunky/pylunky-master/readmap.py

5.25 readmap.MapObj Class Reference

Map of all blocks.

Public Member Functions

- def `__init__` (self, add)
- def `tile` (self, x, y)
- def `map` (self)
- def `height` (self)
- def `width` (self)
- def `__init__` (self, add)
Create the map.
- def `filter` (self, splitmap)
Filter the map.
- def `changeBlock` (self, x, y, type)
Change a block.
- def `tile` (self, x, y)
Get a block.
- def `map` (self)
Get block map.
- def `height` (self)
Get block map height.
- def `width` (self)
Get block map width.

Public Attributes

- **start**
- **mapinfo**
- **end**

5.25.1 Detailed Description

Map of all blocks.

Implements the secrets of M5

5.25.2 Constructor & Destructor Documentation

5.25.2.1 `__init__()`

```
def readmap.MapObj.__init__ (
    self,
    add )
```

Create the map.

Create the block map from the map data

Parameters

<i>add</i>	File containing map data
------------	--------------------------

5.25.3 Member Function Documentation

5.25.3.1 `changeBlock()`

```
def readmap.MapObj.changeBlock (
    self,
    x,
    y,
    type )
```

Change a block.

Parameters

<i>x</i>	int representing block x coordinate
<i>y</i>	int representing block y coordinate
<i>type</i>	string representing block type

5.25.3.2 filter()

```
def readmap.MapObj.filter (
    self,
    splitmap )
```

Filter the map.

Remove white space from the map data

Parameters

<i>splitmap</i>	File containing map data
-----------------	--------------------------

Returns

File containing filtered map data

5.25.3.3 height()

```
def readmap.MapObj.height (
    self )
```

Get block map height.

Returns

int representing block map height

5.25.3.4 map()

```
def readmap.MapObj.map (
    self )
```

Get block map.

Returns

2D array of blocks representing block map

5.25.3.5 tile()

```
def readmap.MapObj.tile (
    self,
    x,
    y )
```

Get a block.

Parameters

<i>x</i>	int representing block x coordinate
<i>y</i>	int representing block y coordinate
<i>MapCell</i>	object representing the block

5.25.3.6 width()

```
def readmap.MapObj.width (
    self )
```

Get block map width.

Returns

int representing block map width

The documentation for this class was generated from the following file:

- Pylunky/pylunky-master/readmap.py

5.26 mover.Mover Class Reference

[Mover](#) is a class that implements the player of the game and implements the secrets of M3 and M8 and M2.

Public Member Functions

- def [__init__](#) (self, x=None, y=None, direction=None, speed=None)
constructor method for class [Mover](#), initializes a [Mover](#) from a given player characteristics
- def [position](#) (self)
get the position of the player [Mover](#) object
- def [damage](#) (self, d=0)
decrease the player [Mover](#) object health points when it is under attack
- def [loop](#) (self, gameinfo=None)
manages the player [Mover](#) object change of movement in the game run
- def [gravity](#) (self, gameinfo=None)
manages the player [Mover](#) object change of y direction movement in the game run
- def [jump](#) (self, gameinfo=None, maxjump=None)
manages the player [Mover](#) object jump movement in the game run
- def [move](#) (self, gameinfo=None, x=None, y=None)
manages the player [Mover](#) object change of x and y direction movement in the game run
- def [climb](#) (self, gameinfo=None, y=None)
manages the player [Mover](#) object change of movement when climbing in the game run
- def [emptyHand](#) (self)
manages the player [Mover](#) object hand state in the game run
- def [changeState](#) (self, state, dir)
manages the player [Mover](#) object change of sprite in the game run
- def [controls](#) (self, gameinfo)
manages the player [Mover](#) object input controls and updates the game and player state accordingly
- def [__init__](#) (self, x=None, y=None, direction=None, speed=None)
- def [loop](#) (self, gameinfo=None, screen=None)
- def [gravity](#) (self, gameinfo=None, gravity=None, maxjump=None)
- def [Move](#) (self, gameinfo=None, x=None, y=None)
- def [controls](#) (self, key, gameinfo, screen)

Public Attributes

- **state**
- **xs**
- **ys**
- **invincibility**
- **INVINCIBILITYTIME**
- **STOMPDAMAGE**
- **jumpDist**
- **GRAVITY**
- **MAXJUMP**
- **bombs**
- **ropes**
- **adjustCamera**
- **x**
- **y**
- **hp**
- **direction**
- **gold**
- **media**
- **sizes**
- **hand**
- **image**
- **width**
- **height**
- **leave**
- **w**
- **h**
- **speed**
- **jump**
- **MOVE**

5.26.1 Detailed Description

[Mover](#) is a class that implements the player of the game and implements the secrets of M3 and M8 and M2.

Implements the secrets of M2, M3, M8. The class contains the different player controls and the movement animation of the player on the screen

5.26.2 Constructor & Destructor Documentation

5.26.2.1 `__init__()`

```
def mover.Mover.__init__ (
    self,
    x = None,
    y = None,
    direction = None,
    speed = None )
```

constructor method for class [Mover](#), initializes a [Mover](#) from a given player characteristics

Parameters

<i>x</i>	is an integer element indicating the x position of the player Mover object
<i>y</i>	is an integer element indicating the y position of the player Mover object
<i>direction</i>	is an integer element indicating the direction of movement of the player Mover object
<i>speed</i>	is an integer element indicating the speed of movement of the player Mover object

5.26.3 Member Function Documentation

5.26.3.1 `changeState()`

```
def mover.Mover.changeState (
    self,
    state,
    dir )
```

manages the player [Mover](#) object change of sprite in the game run

Parameters

<i>state</i>	a State type input indicating the change in the Mover object sprite
<i>dir</i>	an integer indicating the change in direction of the Mover object

5.26.3.2 `climb()`

```
def mover.Mover.climb (
    self,
    gameinfo = None,
    y = None )
```

manages the player [Mover](#) object change of movement when climbing in the game run

Parameters

<i>gameinfo</i>	a ReadMap object indicating the map where the Mover object is on
<i>y</i>	an integer indicating the change in the y direction move of the Mover object

5.26.3.3 `controls()`

```
def mover.Mover.controls (
```

```
self,  
gameinfo )
```

manages the player [Mover](#) object input controls and updates the game and player state accordingly

Parameters

<i>key</i>	a keyboard input press by the player
<i>gameinfo</i>	a ReadMap object indicating the map where the Mover object is on

5.26.3.4 damage()

```
def mover.Mover.damage (  
    self,  
    d = 0 )
```

decrease the player [Mover](#) object health points when it is under attack

Parameters

<i>d</i>	is an integer element indicating the damage on the player Mover object health points
----------	--

Returns

nothing if the player is not damaged

5.26.3.5 gravity()

```
def mover.Mover.gravity (  
    self,  
    gameinfo = None )
```

manages the player [Mover](#) object change of y direction movement in the game run

Parameters

<i>gameinfo</i>	a ReadMap object element indicating the map where the Mover object is on
-----------------	--

Returns

nothing if the player state is climb

5.26.3.6 jump()

```
def mover.Mover.jump (
    self,
    gameinfo = None,
    maxjump = None )
```

manages the player [Mover](#) object jump movement in the game run

Parameters

<i>gameinfo</i>	a ReadMap object indicating the map where the Mover object is on
<i>maxjump</i>	an integer representing the max height of the Mover jump in the y direction

5.26.3.7 loop()

```
def mover.Mover.loop (
    self,
    gameinfo = None )
```

manages the player [Mover](#) object change of movement in the game run

Parameters

<i>gameinfo</i>	a ReadMap object element indicating the map where the Mover object is on
-----------------	--

5.26.3.8 move()

```
def mover.Mover.move (
    self,
    gameinfo = None,
    x = None,
    y = None )
```

manages the player [Mover](#) object change of x and y direction movement in the game run

Parameters

<i>gameinfo</i>	a ReadMap object indicating the map where the Mover object is on
<i>x</i>	an integer indicating the change in the x direction move of the Mover object
<i>y</i>	an integer indicating the change in the y direction move of the Mover object

5.26.3.9 position()

```
def mover.Mover.position (
    self )
```

get the position of the player [Mover](#) object

Returns

tuple of integers indicating the x and y position of the player [Mover](#) object

The documentation for this class was generated from the following file:

- mover.py

5.27 readmap.ReadMap Class Reference

Map of all blocks and entities.

Public Member Functions

- def **__init__** (self, file=None)
- def **__init__** (self, file=None)
Create the map.
- def **entities** (self)
Get the entities.
- def **enemies** (self)
Get the enemies.
- def **add** (self, ent)
Add an entity.
- def **rem** (self, ent)
Remove an entity.
- def **solid** (self, x, y)
Determine if a block is solid.
- def **destroyBlock** (self, x, y)
Destroy a block.

Public Attributes

- **gamemap**
- **entlist**

5.27.1 Detailed Description

Map of all blocks and entities.

Implements the secrets of M5

5.27.2 Constructor & Destructor Documentation

5.27.2.1 `__init__()`

```
def readmap.ReadMap.__init__ (
    self,
    file = None )
```

Create the map.

Create the block map and entities from the map data

Parameters

<i>file</i>	File containing map data
-------------	--------------------------

5.27.3 Member Function Documentation

5.27.3.1 `add()`

```
def readmap.ReadMap.add (
    self,
    ent )
```

Add an entity.

Parameters

<i>ent</i>	Entity object representing the entity to add
------------	--

5.27.3.2 `destroyBlock()`

```
def readmap.ReadMap.destroyBlock (
    self,
    x,
    y )
```

Destroy a block.

Parameters

<i>x</i>	int representing block x coordinate
<i>y</i>	int representing block y coordinate

5.27.3.3 enemies()

```
def readmap.ReadMap.enemies (
    self )
```

Get the enemies.

Returns

Array of [Enemy](#) objects representing the enemies

5.27.3.4 entities()

```
def readmap.ReadMap.entities (
    self )
```

Get the entities.

Returns

Array of [Entity](#) objects representing the entities

5.27.3.5 rem()

```
def readmap.ReadMap.rem (
    self,
    ent )
```

Remove an entity.

Parameters

<i>ent</i>	Entity object representing the entity to remove
------------	---

5.27.3.6 solid()

```
def readmap.ReadMap.solid (
    self,
    x,
    y )
```

Determine if a block is solid.

Parameters

<i>x</i>	int representing block x coordinate
<i>y</i>	int representing block y coordinate

Returns

Whether or not the block is solid

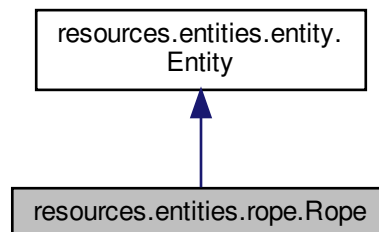
The documentation for this class was generated from the following file:

- [Pylunky/pylunky-master/readmap.py](#)

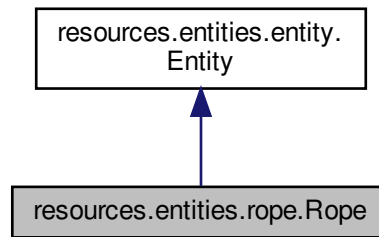
5.28 resources.entities.rope.Rope Class Reference

[Rope](#) is an object of type Entity.

Inheritance diagram for resources.entities.rope.Rope:



Collaboration diagram for resources.entities.rope.Rope:



Public Member Functions

- `def __init__ (self, x=None, y=None, name=None, height=None, width=None, hp=None, mat=None)`
Constructor method for [Rope](#).
- `def throw (self)`
Set the rope movement.
- `def tick (self, gameinfo=None, player=None)`
Update the rope with 1 unit of time.
- `def move (self, gameinfo=None, y=None)`
Move the rope.
- `def makeRope (self, gameinfo=None)`
Make the rope.
- `def findDist (self, gameinfo=None)`
Find the number of empty blocks downwards until the next solid block.

Public Attributes

- **LENGTH**
- **ys**
- **dist**
- **y**
- **mat**
- **x**
- **height**

5.28.1 Detailed Description

[Rope](#) is an object of type `Entity`.

Extends from [entity.py](#) and implements the secrets of M4.13

5.28.2 Constructor & Destructor Documentation

5.28.2.1 `__init__()`

```
def resources.entities.rope.Rope.__init__ (
    self,
    x = None,
    y = None,
    name = None,
    height = None,
    width = None,
    hp = None,
    mat = None )
```

Constructor method for [Rope](#).

Create the rope using `super()`. Set the dist to LENGTH.

Parameters

<i>x</i>	int representing the x position of the rope
<i>y</i>	int representing the y position of the rope
<i>hp</i>	int representing the health points of the rope
<i>mat</i>	image representing the rope on the game screen
<i>name</i>	string representing the name of the image of the object
<i>width</i>	int representing the width of the rope
<i>height</i>	int representing the height of the rope

5.28.3 Member Function Documentation

5.28.3.1 `findDist()`

```
def resources.entities.rope.Rope.findDist (
    self,
    gameinfo = None )
```

Find the number of empty blocks downwards until the next solid block.

Parameters

<i>gameinfo</i>	ReadMap object representing the level environment
-----------------	---

Returns

int representing the number of empty blocks until the next solid block

5.28.3.2 makeRope()

```
def resources.entities.rope.Rope.makeRope (
    self,
    gameinfo = None )
```

Make the rope.

Create a rope with length dependent on how far it can extend downwards without reaching a block. Add it to the game

Parameters

<i>gameinfo</i>	ReadMap object representing the level environment
<i>player</i>	Mover object representing the player

5.28.3.3 move()

```
def resources.entities.rope.Rope.move (
    self,
    gameinfo = None,
    y = None )
```

Move the rope.

If there is no block above and the rope can still travel, move it upwards. Else, stop moving and make the rope.

Parameters

<i>gameinfo</i>	ReadMap object representing the level environment
<i>player</i>	Mover object representing the player

5.28.3.4 tick()

```
def resources.entities.rope.Rope.tick (
    self,
    gameinfo = None,
    player = None )
```

Update the rope with 1 unit of time.

If the rope is moving, move it.

Parameters

<i>gameinfo</i>	ReadMap object representing the level environment
<i>player</i>	Mover object representing the player

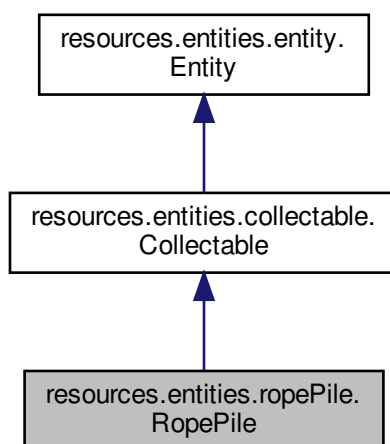
The documentation for this class was generated from the following file:

- [resources/entities/rope.py](#)

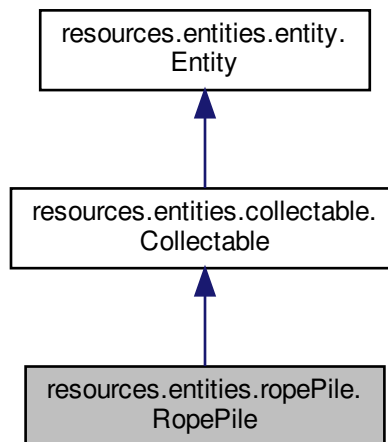
5.29 resources.entities.ropePile.RopePile Class Reference

[RopePile](#) is an object of type Collectable.

Inheritance diagram for resources.entities.ropePile.RopePile:



Collaboration diagram for resources.entities.ropePile.RopePile:



Public Member Functions

- def [use](#) (self, gameinfo=None, player=None)
Use the ropePile.

Additional Inherited Members

5.29.1 Detailed Description

[RopePile](#) is an object of type `Collectable`.

Extends from [collectable.py](#) and implements the secrets of M4.10

5.29.2 Member Function Documentation

5.29.2.1 `use()`

```
def resources.entities.ropePile.RopePile.use (  
    self,  
    gameinfo = None,  
    player = None )
```

Use the ropePile.

Give the player ropes equal to the ropePile's value.

Parameters

<i>gameinfo</i>	ReadMap object representing the level environment
<i>player</i>	Mover object representing the player

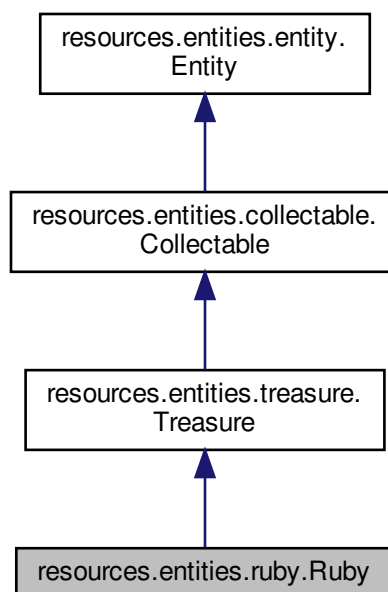
The documentation for this class was generated from the following file:

- resources/entities/[ropePile.py](#)

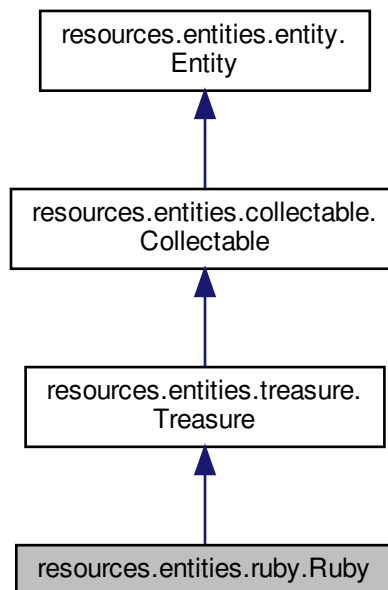
5.30 resources.entities.ruby.Ruby Class Reference

[Ruby](#) is an object of type Treasure.

Inheritance diagram for resources.entities.ruby.Ruby:



Collaboration diagram for `resources.entities.ruby.Ruby`:



Additional Inherited Members

5.30.1 Detailed Description

[Ruby](#) is an object of type `Treasure`.

Extends from [treasure.py](#) and implements the secrets of M4.7

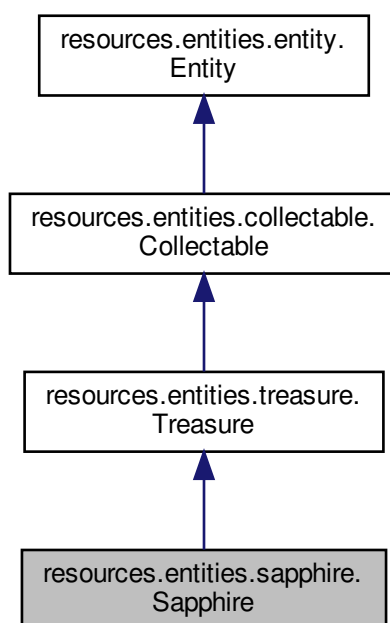
The documentation for this class was generated from the following file:

- `resources/entities/ruby.py`

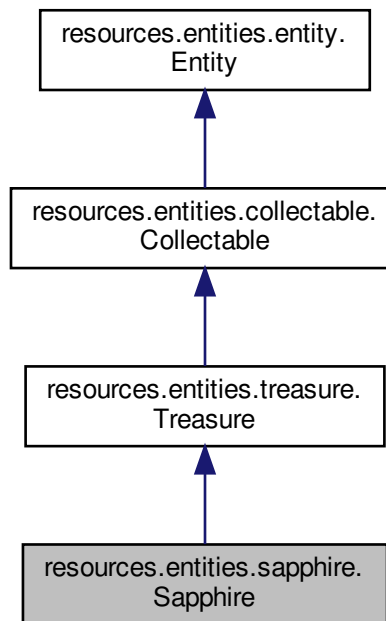
5.31 `resources.entities.sapphire.Sapphire` Class Reference

[Sapphire](#) is an object of type `Treasure`.

Inheritance diagram for resources.entities.sapphire.Sapphire:



Collaboration diagram for `resources.entities.sapphire.Sapphire`:



Additional Inherited Members

5.31.1 Detailed Description

[Sapphire](#) is an object of type `Treasure`.

Extends from [treasure.py](#) and implements the secrets of M4.5

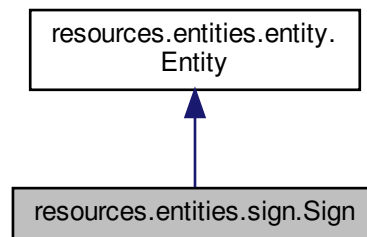
The documentation for this class was generated from the following file:

- [resources/entities/sapphire.py](#)

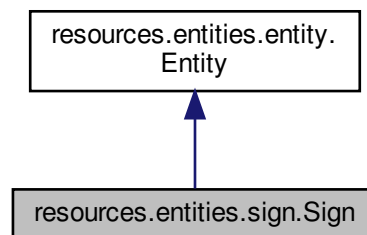
5.32 `resources.entities.sign.Sign` Class Reference

[Sign](#) is an object of type `Entity`.

Inheritance diagram for resources.entities.sign.Sign:



Collaboration diagram for resources.entities.sign.Sign:



Public Member Functions

- `def __init__ (self, x=None, y=None, name=None, height=None, width=None, hp=None, mat=None)`
Constructor method for [Sign](#).
- `def setText (self, s)`
Set the test.
- `def getText (self)`
Get the text.

Public Attributes

- `text`

5.32.1 Detailed Description

[Sign](#) is an object of type Entity.

Extends from [entity.py](#) and implements the secrets of M4.11

5.32.2 Constructor & Destructor Documentation

5.32.2.1 `__init__()`

```
def resources.entities.sign.Sign.__init__ (
    self,
    x = None,
    y = None,
    name = None,
    height = None,
    width = None,
    hp = None,
    mat = None )
```

Constructor method for [Sign](#).

Create the sign using `super()`. Set the text.

Parameters

<i>x</i>	int representing the x position of the sign
<i>y</i>	int representing the y position of the sign
<i>hp</i>	int representing the health points of the sign
<i>mat</i>	image representing the sign on the game screen
<i>name</i>	string representing the name of the image of the object
<i>width</i>	int representing the width of the sign
<i>height</i>	int representing the height of the sign

5.32.3 Member Function Documentation

5.32.3.1 `getText()`

```
def resources.entities.sign.Sign.getText (
    self )
```

Get the text.

Returns

string representing the text

5.32.3.2 setText()

```
def resources.entities.sign.Sign.setText (
    self,
    s )
```

Set the test.

Parameters

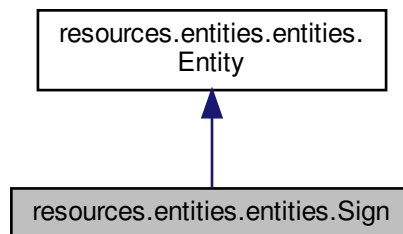
s	string representing the text
---	------------------------------

The documentation for this class was generated from the following file:

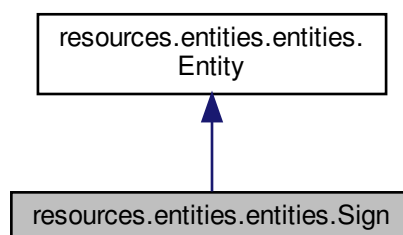
- [resources/entities/sign.py](#)

5.33 resources.entities.entities.Sign Class Reference

Inheritance diagram for resources.entities.entities.Sign:



Collaboration diagram for resources.entities.entities.Sign:

**Public Member Functions**

- def **use** (self, gameinfo=None, player=None)

Additional Inherited Members

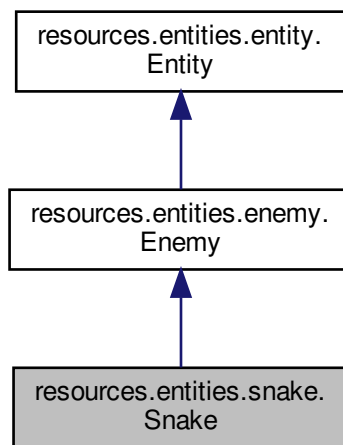
The documentation for this class was generated from the following file:

- `Pylunky/pylunky-master/resources/entities/entities.py`

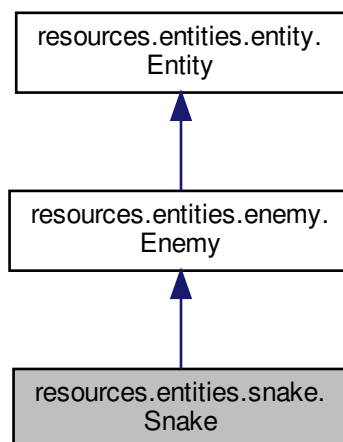
5.34 resources.entities.snake.Snake Class Reference

`Snake` is an object of type `Enemy`.

Inheritance diagram for `resources.entities.snake.Snake`:



Collaboration diagram for `resources.entities.snake.Snake`:



Public Member Functions

- `def __init__ (self, x=None, y=None, name=None, height=None, width=None, hp=None, mat=None)`
Constructor method for snake.
- `def move (self, gameinfo=None, x=None, y=None)`
Move the snake.

Public Attributes

- **xs**
- **SNAKEATTACK**
- **attack**
- **x**
- **y**

5.34.1 Detailed Description

[Snake](#) is an object of type [Enemy](#).

Extends from [enemy.py](#) and implements the secrets of M4.19

5.34.2 Constructor & Destructor Documentation

5.34.2.1 __init__()

```
def resources.entities.snake.Snake.__init__ (
    self,
    x = None,
    y = None,
    name = None,
    height = None,
    width = None,
    hp = None,
    mat = None )
```

Constructor method for snake.

Parameters

<i>x</i>	an integer element indicating the x position of the snake enemy object
<i>y</i>	an integer element indicating the y position of the snake enemy object
<i>hp</i>	an integer element indicating the health points of the snake enemy object
<i>mat</i>	an image representing the snake object on the game screen
<i>name</i>	a string representing the name of the image of the object
<i>text</i>	a string representing additional object information
<i>width</i>	an integer element indicating the width of the snake object
<i>height</i>	an integer element indicating the height of the snake object

5.34.3 Member Function Documentation

5.34.3.1 move()

```
def resources.entities.snake.Snake.move (
    self,
    gameinfo = None,
    x = None,
    y = None )
```

Move the snake.

If there is no solid block the snake continues movement. If solid block exists switch direction of straightline movement.

Parameters

<i>gameinfo</i>	ReadMap object representing the level environment
<i>x</i>	subsequent movement by x amount on x axis
<i>y</i>	subsequent movement by y amount on y axis

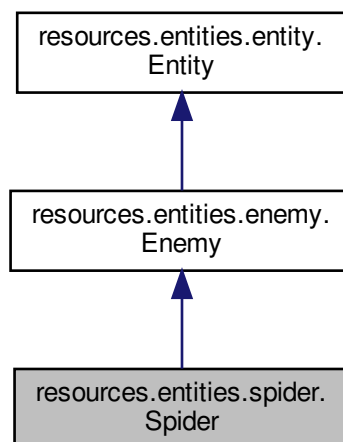
The documentation for this class was generated from the following file:

- resources/entities/[snake.py](#)

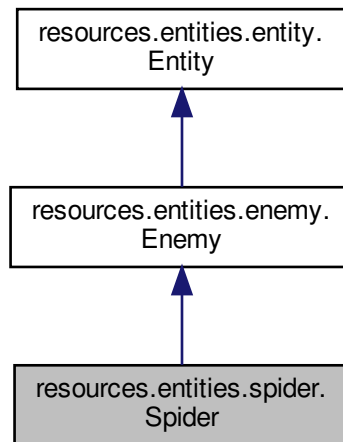
5.35 resources.entities.spider.Spider Class Reference

[Spider](#) is an object of type Enemy.

Inheritance diagram for resources.entities.spider.Spider:



Collaboration diagram for resources.entities.spider.Spider:



Public Member Functions

- `def __init__ (self, x=None, y=None, name=None, height=None, width=None, hp=None, mat=None)`
Constructor method for spider.
- `def gravity (self)`
Controls jump that is gravity restrictions of spider.
- `def move (self, gameinfo=None, x=None, y=None)`
Move the spider.
- `def tick (self, gameinfo=None, player=None)`
Inflicts the spider object damage on the player's health and checks the range of attack per tick.
- `def sense (self, player=None)`
Sense the player based on range from the spider.

Public Attributes

- **MAXJUMP**
- **time**
- **CD**
- **jumpDist**
- **senseRange**
- **SPIDERATTACK**
- **attack**
- **ys**
- **x**
- **y**
- **xs**

5.35.1 Detailed Description

[Spider](#) is an object of type [Enemy](#).

Extends from [enemy.py](#) and implements the secrets of M4.20

5.35.2 Constructor & Destructor Documentation

5.35.2.1 `__init__()`

```
def resources.entities.spider.Spider.__init__ (
    self,
    x = None,
    y = None,
    name = None,
    height = None,
    width = None,
    hp = None,
    mat = None )
```

Constructor method for spider.

Parameters

<i>x</i>	an integer element indicating the x position of the spider enemy object
<i>y</i>	an integer element indicating the y position of the spider enemy object
<i>hp</i>	an integer element indicating the health points of the spider enemy object
<i>mat</i>	an image representing the spider object on the game screen
<i>name</i>	a string representing the name of the image of the object
<i>width</i>	an integer element indicating the width of the spider object
<i>height</i>	an integer element indicating the height of the spider object

5.35.3 Member Function Documentation

5.35.3.1 `gravity()`

```
def resources.entities.spider.Spider.gravity (
    self )
```

Controls jump that is gravity restrictions of spider.

If jumping, set *ys* to *-gravity* and increase *jumpDist*. Else, set *ys* to *gravity* and reset *jumpDist*

5.35.3.2 move()

```
def resources.entities.spider.Spider.move (
    self,
    gameinfo = None,
    x = None,
    y = None )
```

Move the spider.

If there is no solid block the spider can continue to jump based on the spider sense wrt the player's position

Parameters

<i>gameinfo</i>	ReadMap object representing the level environment
<i>x</i>	subsequent movement by x amount on x axis
<i>y</i>	subsequent movement by y amount on y axis

5.35.3.3 sense()

```
def resources.entities.spider.Spider.sense (
    self,
    player = None )
```

Sense the player based on range from the spider.

Parameters

<i>player</i>	Mover object representing the player
---------------	--------------------------------------

5.35.3.4 tick()

```
def resources.entities.spider.Spider.tick (
    self,
    gameinfo = None,
    player = None )
```

Inflicts the spider object damage on the player's health and checks the range of attack per tick.

Parameters

<i>gameinfo</i>	a ReadMap object element indicating the map where the spider object is on
<i>player</i>	a Mover object element representing the player of the game that is on the spider object

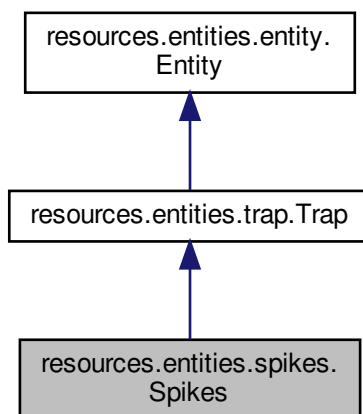
The documentation for this class was generated from the following file:

- [resources/entities/spider.py](#)

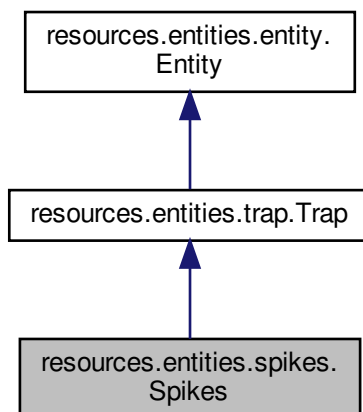
5.36 resources.entities.spikes.Spikes Class Reference

Spike is an object of type Trap.

Inheritance diagram for resources.entities.spikes.Spikes:



Collaboration diagram for resources.entities.spikes.Spikes:



Public Member Functions

- `def __init__ (self, x=None, y=None, name=None, height=None, width=None, hp=None, mat=None)`
Constructor method for Spike.
- `def tick (self, gameinfo=None, player=None)`
Inflicts the spike trap damage on the player's health.

Public Attributes

- `spikeDmg`

5.36.1 Detailed Description

Spike is an object of type Trap.

extends from [trap.py](#) and implements the secrets of M4.16

5.36.2 Constructor & Destructor Documentation

5.36.2.1 __init__()

```
def resources.entities.spikes.Spikes.__init__ (
    self,
    x = None,
    y = None,
    name = None,
    height = None,
    width = None,
    hp = None,
    mat = None )
```

Constructor method for Spike.

Parameters

<i>x</i>	an integer element indicating the x position of the Spike trap object
<i>y</i>	an integer element indicating the y position of the Spike trap object
<i>hp</i>	an integer element indicating the health points of the spike trap object
<i>mat</i>	an image representing the spike trap object on the game screen
<i>name</i>	a string representing the name of the image of the object
<i>width</i>	an integer element indicating the width of the spike object
<i>height</i>	an integer element indicating the height of the spike object

5.36.3 Member Function Documentation

5.36.3.1 tick()

```
def resources.entities.spikes.Spikes.tick (
    self,
    gameinfo = None,
    player = None )
```

Inflicts the spike trap damage on the player's health.

Parameters

<i>gameinfo</i>	a ReadMap object element indicating the map where the spike object is on
<i>player</i>	a Mover object element representing the player of the game that is on the spike object

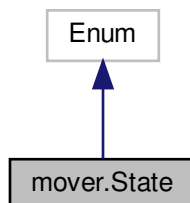
The documentation for this class was generated from the following file:

- resources/entities/spikes.py

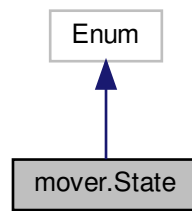
5.37 mover.State Class Reference

[State](#) contains an enumeration for the player sprite in the game and implements the secrets of M3.

Inheritance diagram for mover.State:



Collaboration diagram for `mover.State`:



Static Public Attributes

- `int standing = 0`
- `int walking = 1`
- `int falling = 2`
- `int climbing = 3`
- `int crouching = 4`

5.37.1 Detailed Description

`State` contains an enumeration for the player sprite in the game and implements the secrets of M3.

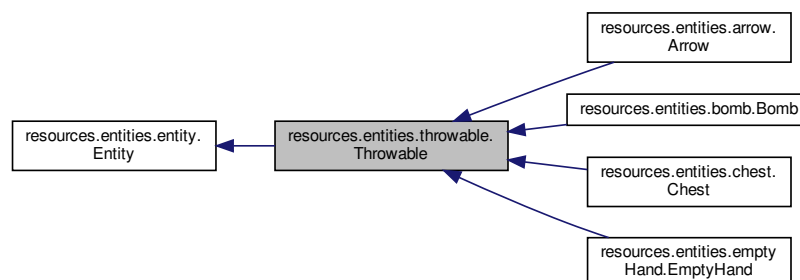
The documentation for this class was generated from the following file:

- `mover.py`

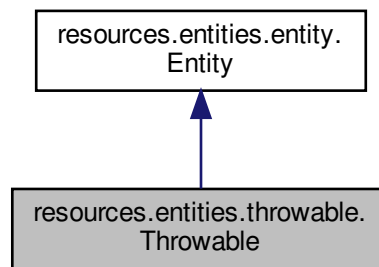
5.38 `resources.entities.throwable.Throwable` Class Reference

`Throwable` is an object of type `Entity`.

Inheritance diagram for `resources.entities.throwable.Throwable`:



Collaboration diagram for resources.entities.throwable.Throwable:



Public Member Functions

- `def __init__ (self, x=None, y=None, name=None, height=None, width=None, hp=None, mat=None)`
Constructor method for `Throwable`.
- `def pickup (self)`
Set held to True.
- `def putDown (self)`
Set held to False.
- `def throw (self, xs=None, ys=None)`
Throw the throwable.
- `def flip (self)`
Reverse image and direction.
- `def rem (self, gameinfo=None, player=None)`
Remove the throwable.
- `def tick (self, gameinfo=None, player=None)`
Update the throwable with 1 unit of time.
- `def gravity (self, gameinfo=None)`
Adjust movement of the throwable.
- `def move (self, gameinfo=None, x=None, y=None)`
Move the throwable.
- `def carry (self, gameinfo=None, x=None, y=None)`
Carry the throwable.

Public Attributes

- `xs`
- `ys`
- `held`
- `thrown`
- `direction`
- `GRAVITY`
- `TOOFASTFORGRAVITY`
- `x`
- `y`

5.38.1 Detailed Description

[Throwable](#) is an object of type Entity.

Extends from [entity.py](#) and implements the secrets of M4.14

5.38.2 Constructor & Destructor Documentation

5.38.2.1 `__init__()`

```
def resources.entities.throwable.Throwable.__init__ (
    self,
    x = None,
    y = None,
    name = None,
    height = None,
    width = None,
    hp = None,
    mat = None )
```

Constructor method for [Throwable](#).

Create the throwable using `super()`. Set the speeds to 0, possessions to False.

Parameters

<i>x</i>	int representing the x position of the throwable
<i>y</i>	int representing the y position of the throwable
<i>hp</i>	int representing the health points of the throwable
<i>mat</i>	image representing the throwable on the game screen
<i>name</i>	string representing the name of the image of the object
<i>width</i>	int representing the width of the throwable
<i>height</i>	int representing the height of the throwable

5.38.3 Member Function Documentation

5.38.3.1 `carry()`

```
def resources.entities.throwable.Throwable.carry (
    self,
    gameinfo = None,
    x = None,
    y = None )
```

Carry the throwable.

Carry the throwable while ignoring solid blocks.

Parameters

<i>gameinfo</i>	ReadMap object representing the level environment
<i>player</i>	Mover object representing the player

5.38.3.2 gravity()

```
def resources.entities.throwable.Throwable.gravity (
    self,
    gameinfo = None )
```

Adjust movement of the throwable.

If xs is not grater than TOOFASTFORGRAVITY, the throwable is affected by gravity.

Parameters

<i>gameinfo</i>	ReadMap object representing the level environment
<i>player</i>	Mover object representing the player

5.38.3.3 move()

```
def resources.entities.throwable.Throwable.move (
    self,
    gameinfo = None,
    x = None,
    y = None )
```

Move the throwable.

Move the throwable, If it collides with a solid block, stop it.

Parameters

<i>gameinfo</i>	ReadMap object representing the level environment
<i>player</i>	Mover object representing the player def move(self, gameinfo=None, x=None, y=None):

5.38.3.4 rem()

```
def resources.entities.throwable.Throwable.rem (
    self,
```

```
gameinfo = None,
player = None )
```

Remove the throwable.

Remove the explosion from the game, and empty the player's hand.

Parameters

<i>gameinfo</i>	ReadMap object representing the level environment
<i>player</i>	Mover object representing the player

5.38.3.5 throw()

```
def resources.entities.throwable.Throwable.throw (
    self,
    xs = None,
    ys = None )
```

Throw the throeable.

Set the speeds and possesion.

Parameters

<i>xs</i>	int representing the x speed
<i>ys</i>	int representing the y speed

5.38.3.6 tick()

```
def resources.entities.throwable.Throwable.tick (
    self,
    gameinfo = None,
    player = None )
```

Update the throwable with 1 unit of time.

If not held, the throwable is affected by gravity.

Parameters

<i>gameinfo</i>	ReadMap object representing the level environment
<i>player</i>	Mover object representing the player

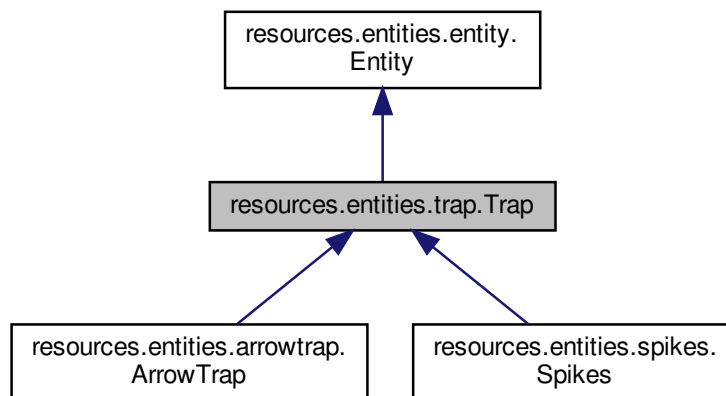
The documentation for this class was generated from the following file:

- [resources/entities/throwable.py](#)

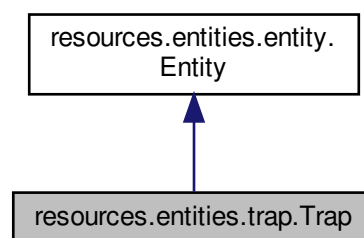
5.39 resources.entities.trap.Trap Class Reference

[Trap](#) is an object of type Entity.

Inheritance diagram for resources.entities.trap.Trap:



Collaboration diagram for resources.entities.trap.Trap:



Public Member Functions

- `def damage (self, d=0, gameinfo=None)`

Additional Inherited Members

5.39.1 Detailed Description

[Trap](#) is an object of type Entity.

Extends from entities.py and implements the secrets of M4.13

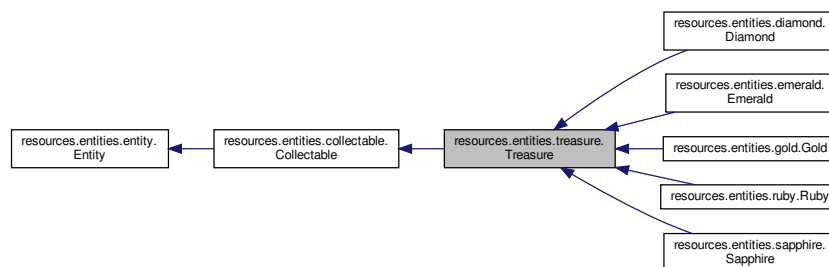
The documentation for this class was generated from the following file:

- resources/entities/[trap.py](#)

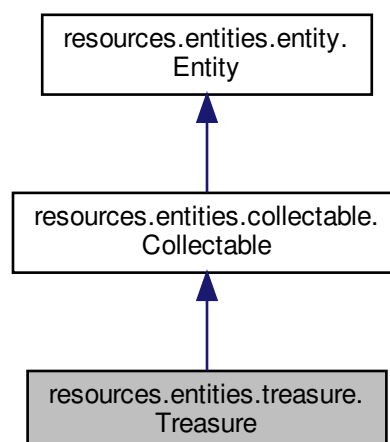
5.40 resources.entities.treasure.Treasure Class Reference

[Treasure](#) is an object of type Collectable.

Inheritance diagram for resources.entities.treasure.Treasure:



Collaboration diagram for resources.entities.treasure.Treasure:



Public Member Functions

- def [use](#) (self, gameinfo=None, player=None)
Use the treasure.

Additional Inherited Members

5.40.1 Detailed Description

[Treasure](#) is an object of type [Collectable](#).

Extends from [collectable.py](#) and implements the secrets of M4.3

5.40.2 Member Function Documentation

5.40.2.1 [use\(\)](#)

```
def resources.entities.treasure.Treasure.use (
    self,
    gameinfo = None,
    player = None )
```

Use the treasure.

Give the player gold equal to the treasure's value.

Parameters

<i>gameinfo</i>	ReadMap object representing the level environment
<i>player</i>	Mover object representing the player

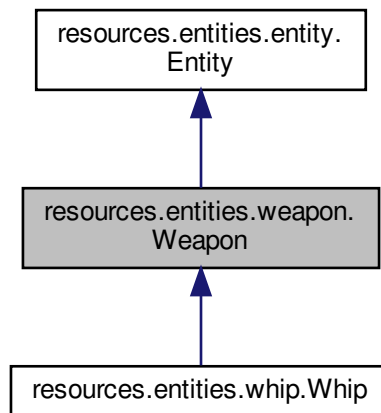
The documentation for this class was generated from the following file:

- resources/entities/[treasure.py](#)

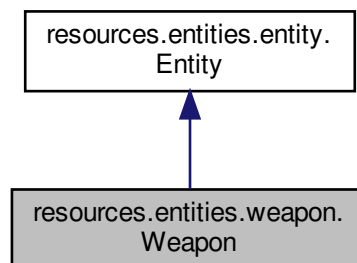
5.41 [resources.entities.weapon.Weapon](#) Class Reference

[Weapon](#) is an object of type [Entity](#).

Inheritance diagram for resources.entities.weapon.Weapon:



Collaboration diagram for resources.entities.weapon.Weapon:



Public Member Functions

- def `__init__` (self, x=None, y=None, name=None, height=None, width=None, hp=None, mat=None)
Constructor method for [Weapon](#).
- def `swing` (self, gameinfo=None)
Swing the weapon.
- def `tick` (self, gameinfo=None, player=None)
Update the weapon with 1 unit of time.
- def `carry` (self, gameinfo=None, x=None, y=None)
Carry the weapon.
- def `flip` (self)
Reverse image and direction.

Public Attributes

- **damage**
- **speed**
- **activeFrames**
- **time**
- **active**
- **direction**

5.41.1 Detailed Description

[Weapon](#) is an object of type Entity.

Extends from [entity.py](#) and implements the secrets of M4.25

5.41.2 Constructor & Destructor Documentation

5.41.2.1 `__init__()`

```
def resources.entities.weapon.Weapon.__init__ (
    self,
    x = None,
    y = None,
    name = None,
    height = None,
    width = None,
    hp = None,
    mat = None )
```

Constructor method for [Weapon](#).

Create the weapon using `super()`. Set time and speed to 0.

Parameters

<i>x</i>	int representing the x position of the weapon
<i>y</i>	int representing the y position of the weapon
<i>hp</i>	int representing the health points of the weapon
<i>mat</i>	image representing the weapon on the game screen
<i>name</i>	string representing the name of the image of the object
<i>width</i>	int representing the width of the weapon
<i>height</i>	int representing the height of the weapon

5.41.3 Member Function Documentation

5.41.3.1 carry()

```
def resources.entities.weapon.Weapon.carry (
    self,
    gameinfo = None,
    x = None,
    y = None )
```

Carry the weapon.

Carry the weapon while ignoring solid blocks.

Parameters

<i>gameinfo</i>	ReadMap object representing the level environment
<i>player</i>	Mover object representing the player

5.41.3.2 swing()

```
def resources.entities.weapon.Weapon.swing (
    self,
    gameinfo = None )
```

Swing the weapon.

If there is no time remaining, set time to SPEED, active to ACTIVEFRAMES, and add the weapon to the game.

Parameters

<i>gameinfo</i>	ReadMap object representing the level environment
-----------------	---

5.41.3.3 tick()

```
def resources.entities.weapon.Weapon.tick (
    self,
    gameinfo = None,
    player = None )
```

Update the weapon with 1 unit of time.

If there is time remaining, reduce it. If the weapon is active, damage any overlapping entities. Else, remove it from the player's hand.

Parameters

<i>gameinfo</i>	ReadMap object representing the level environment
<i>player</i>	Mover object representing the player

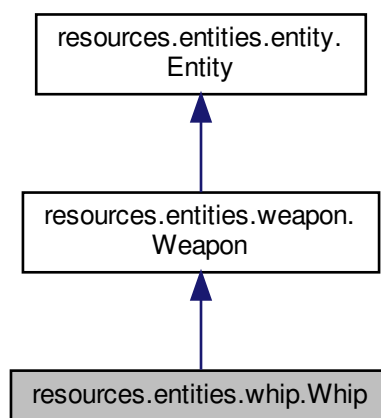
The documentation for this class was generated from the following file:

- [resources/entities/weapon.py](#)

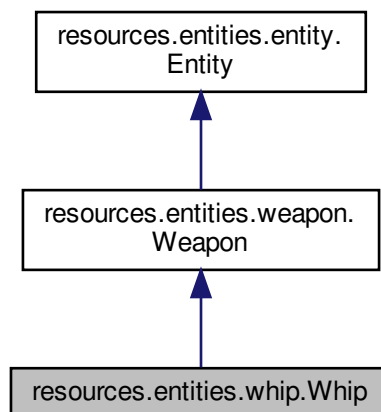
5.42 resources.entities.whip.Whip Class Reference

[Whip](#) is an object of type `Weapon`.

Inheritance diagram for `resources.entities.whip.Whip`:



Collaboration diagram for `resources.entities.whip.Whip`:



Public Member Functions

- `def __init__(self, x=None, y=None, name=None, height=None, width=None, hp=None, mat=None)`
Constructor method for [Whip](#).

Public Attributes

- **damage**
- **speed**
- **activeFrames**

5.42.1 Detailed Description

[Whip](#) is an object of type [Weapon](#).

Extends from [weapon.py](#) and implements the secrets of M4.26

5.42.2 Constructor & Destructor Documentation

5.42.2.1 __init__()

```
def resources.entities.whip.Whip.__init__(
    self,
    x = None,
    y = None,
    name = None,
    height = None,
    width = None,
    hp = None,
    mat = None )
```

Constructor method for [Whip](#).

Create the whip using `super()`.

Parameters

<i>x</i>	int representing the x position of the whip
<i>y</i>	int representing the y position of the whip
<i>hp</i>	int representing the health points of the whip
<i>mat</i>	image representing the whip on the game screen
<i>name</i>	string representing the name of the image of the object
<i>width</i>	int representing the width of the whip
<i>height</i>	int representing the height of the whip

The documentation for this class was generated from the following file:

- [resources/entities/whip.py](#)

Chapter 6

File Documentation

6.1 resources/entities/arrow.py File Reference

Contain the specific Arrow type represented by a Throwable.

Classes

- class [resources.entities.arrow.Arrow](#)
Arrow is an object of type Throwable.

6.1.1 Detailed Description

Contain the specific Arrow type represented by a Throwable.

Author

Abeer

Date

04/11/2021

6.2 resources/entities/arrowtrap.py File Reference

Contain the specific ArrowTrap type represented by an Trap(Entity)

Classes

- class [resources.entities.arrowtrap.ArrowTrap](#)
ArrowTrap is an object of type Trap.

6.2.1 Detailed Description

Contain the specific ArrowTrap type represented by an Trap(Entity)

Author

Abeer

Date

04/11/2021

6.3 resources/entities/bomb.py File Reference

Contain the specific Bomb type.

Classes

- class [resources.entities.bomb.Bomb](#)
Bomb is an object of type Throwable.

6.3.1 Detailed Description

Contain the specific Bomb type.

Author

Albert

Date

04/11/2021

6.4 resources/entities/bombPile.py File Reference

Contain the specific BombPile type.

Classes

- class [resources.entities.bombPile.BombPile](#)
BombPile is an object of type Collectable.

6.4.1 Detailed Description

Contain the specific BombPile type.

Author

Albert

Date

04/11/2021

6.5 resources/entities/chest.py File Reference

Contain the specific Chest type.

Classes

- class [resources.entities.chest.Chest](#)
Chest is an object of type Throwable.

6.5.1 Detailed Description

Contain the specific Chest type.

Author

Albert

Date

04/11/2021

6.6 resources/entities/collectable.py File Reference

Contain the specific Collectable type.

Classes

- class [resources.entities.collectable.Collectable](#)
Collectable is an object of type Entity.

6.6.1 Detailed Description

Contain the specific Collectable type.

Author

Albert

Date

04/11/2021

6.7 resources/entities/diamond.py File Reference

Contain the specific Diamond type.

Classes

- class [resources.entities.diamond.Diamond](#)
Diamond is an object of type Treasure.

6.7.1 Detailed Description

Contain the specific Diamond type.

Author

Albert

Date

04/11/2021

6.8 resources/entities/emerald.py File Reference

Contain the specific Emerald type.

Classes

- class [resources.entities.emerald.Emerald](#)
Emerald is an object of type Treasure.

6.8.1 Detailed Description

Contain the specific Emerald type.

Author

Albert

Date

04/11/2021

6.9 resources/entities/emptyHand.py File Reference

Contain the specific EmptyHand type.

Classes

- class [resources.entities.emptyHand.EmptyHand](#)
EmptyHand is an object of type Throwable.

6.9.1 Detailed Description

Contain the specific EmptyHand type.

Author

Albert

Date

04/11/2021

6.10 resources/entities/enemy.py File Reference

Contain the specific Enemy type.

Classes

- class [resources.entities.enemy.Enemy](#)
Enemy is an object of type Entity.

6.10.1 Detailed Description

Contain the specific Enemy type.

Author

Niyatha

Date

04/11/2021

6.11 resources/entities/entity.py File Reference

Contain the specific Entity type.

Classes

- class [resources.entities.entity.Entity](#)
Entity is an object.

6.11.1 Detailed Description

Contain the specific Entity type.

Author

Albert

Date

04/11/2021

6.12 resources/entities/explosion.py File Reference

Contain the specific Explosion type.

Classes

- class [resources.entities.explosion.Explosion](#)
Explosion is an object of type Entity.

6.12.1 Detailed Description

Contain the specific Explosion type.

Author

Albert

Date

04/11/2021

6.13 resources/entities/gold.py File Reference

Contain the specific Gold type.

Classes

- class [resources.entities.gold.Gold](#)
Gold is an object of type Treasure.

6.13.1 Detailed Description

Contain the specific Gold type.

Author

Albert

Date

04/11/2021

6.14 resources/entities/rope.py File Reference

Contain the specific Rope type.

Classes

- class [resources.entities.rope.Rope](#)
Rope is an object of type Entity.

6.14.1 Detailed Description

Contain the specific Rope type.

Author

Albert

Date

04/11/2021

6.15 resources/entities/ropePile.py File Reference

Contain the specific RopePile type.

Classes

- class [resources.entities.ropePile.RopePile](#)
RopePile is an object of type Collectable.

6.15.1 Detailed Description

Contain the specific RopePile type.

Author

Albert

Date

04/11/2021

6.16 resources/entities/ruby.py File Reference

Contain the specific Ruby type.

Classes

- class [resources.entities.ruby.Ruby](#)
Ruby is an object of type Treasure.

6.16.1 Detailed Description

Contain the specific Ruby type.

Author

Albert

Date

04/11/2021

6.17 resources/entities/sapphire.py File Reference

Contain the specific Sapphire type.

Classes

- class [resources.entities.sapphire.Sapphire](#)
Sapphire is an object of type Treasure.

6.17.1 Detailed Description

Contain the specific Sapphire type.

Author

Albert

Date

04/11/2021

6.18 resources/entities/sign.py File Reference

Contain the specific Sign type.

Classes

- class [resources.entities.sign.Sign](#)
Sign is an object of type Entity.

6.18.1 Detailed Description

Contain the specific Sign type.

Author

Albert

Date

04/11/2021

6.19 resources/entities/snake.py File Reference

Contain the specific Snake type.

Classes

- class [resources.entities.snake.Snake](#)
Snake is an object of type Enemy.

6.19.1 Detailed Description

Contain the specific Snake type.

Author

Niyatha

Date

04/11/2021

6.20 resources/entities/spider.py File Reference

Contain the specific Spider type.

Classes

- class [resources.entities.spider.Spider](#)
Spider is an object of type Enemy.

6.20.1 Detailed Description

Contain the specific Spider type.

Author

Niyatha

Date

03/29/2021

6.21 resources/entities/throwable.py File Reference

Contain the specific Throwable type.

Classes

- class [resources.entities.throwable.Throwable](#)
Throwable is an object of type Entity.

6.21.1 Detailed Description

Contain the specific Throwable type.

Author

Albert

Date

04/11/2021

6.22 resources/entities/trap.py File Reference

Contain the specific Trap type represented by an entity.

Classes

- class [resources.entities.trap.Trap](#)
Trap is an object of type Entity.

6.22.1 Detailed Description

Contain the specific Trap type represented by an entity.

Author

Abeer

Date

04/11/2021

6.23 resources/entities/treasure.py File Reference

Contain the specific Treasure type.

Classes

- class [resources.entities.treasure.Treasure](#)
Treasure is an object of type Collectable.

6.23.1 Detailed Description

Contain the specific Treasure type.

Author

Albert

Date

04/11/2021

6.24 resources/entities/weapon.py File Reference

Contain the specific Weapon type.

Classes

- class [resources.entities.weapon.Weapon](#)
Weapon is an object of type Entity.

6.24.1 Detailed Description

Contain the specific Weapon type.

Author

Albert

Date

04/11/2021

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