

<b>NamedObject</b>	Class
name	Property
get_name	Method

<b>MobileObject</b>	Class
place	Property/ Method
get_place	Method

<b>Thing</b>	Class
owner	Property
set_owner	Methods
get_owner	
is_owned	

<b>Ammo</b>	Class
weapon	Properties
quantity	
get_quantity	Methods
weapon_type	
remove_all	

<b>Food</b>	Class
name	Properties
food_value	
get_food_value	Method

<b>Medicine</b>	Class
medicine_value	Property/ Method
get_medicine_value	Method

<b>Place</b>	Class
objects	Properties
neighbor_dict	
add_object	Methods
del_object	
get_objects	
get_exits	
add_neighbor	
get_neighbors	
get_neighbor_at	
random_neighbor	

<b>LivingThing</b>	Class
health	Properties
threshold	
get_threshold	Methods
get_health	
add_health	
reduce_health	
go_to_heaven	
move_to	
act	

<b>Weapon</b>	Class
min_dmg	Properties
max_dmg	
min_damage	Methods
max_damage	
damage	

<b>RangedWeapon</b>	Class
shots	Property
shots_left	Methods
load	
damage	

<b>Person</b>	Class
inventory	Property
take	Methods
remove_item	
go	
get_inventory	
objects_around	
get_exiits	

<b>Tribute</b>	Class
hunger	Property
get_hugner	Methods
add_hunger	
reduce_hunger	
eat	
get_weapons	
get_food	
get_medicine	
attack	

<b>Animal</b>	Class
food_value	Property
get_food_value	Methods
go_to_heaven	