

Detritus 2 - Systems

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Chapter 1

requirements_syntax

Chapter 2

Namespace Index

2.1 Namespace List

Here is a list of all namespaces with brief descriptions:

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systems.database	11
systems.game	11
systems.gameobject	11
systems.inventory	12
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systems.person	12
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Chapter 3

Hierarchical Index

3.1 Class Hierarchy

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

systems.inventory.Inventory	23
object	
systems.database.Database	13
systems.game.Game	16
systems.gameobject.GameObject	21
systems.item.Item	31
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systems.recipe.RecipeBook	57

Chapter 4

Class Index

4.1 Class List

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

systems.database.Database	13
systems.game.Game	16
systems.gameobject.GameObject	21
systems.inventory.Inventory	23
systems.item.InventoryItem	27
systems.item.Item	31
systems.person.Person	34
systems.item.PlaceholderInventoryItem	38
systems.player.Player	41
systems.quests.Quest	44
systems.quests.QuestLog	48
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Chapter 5

File Index

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Here is a list of all files with brief descriptions:

systems/ __init__.py	61
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systems/ game.py	62
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systems/ inventory.py	64
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systems/ person.py	66
systems/ player.py	67
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systems/ recipe.py	69

Chapter 6

Namespace Documentation

6.1 systems Namespace Reference

Namespaces

- namespace [database](#)
- namespace [game](#)
- namespace [gameobject](#)
- namespace [inventory](#)
- namespace [item](#)
- namespace [person](#)
- namespace [player](#)
- namespace [quests](#)
- namespace [recipe](#)

6.2 systems.database Namespace Reference

Classes

- class [Database](#)

6.3 systems.game Namespace Reference

Classes

- class [Game](#)

6.4 systems.gameobject Namespace Reference

Classes

- class [GameObject](#)

6.5 systems.inventory Namespace Reference

Classes

- class [Inventory](#)

6.6 systems.item Namespace Reference

Classes

- class [InventoryItem](#)
- class [Item](#)
- class [PlaceholderInventoryItem](#)

6.7 systems.person Namespace Reference

Classes

- class [Person](#)

6.8 systems.player Namespace Reference

Classes

- class [Player](#)

6.9 systems.quests Namespace Reference

Classes

- class [Quest](#)
- class [QuestLog](#)
- class [QuestStage](#)

6.10 systems.recipe Namespace Reference

Classes

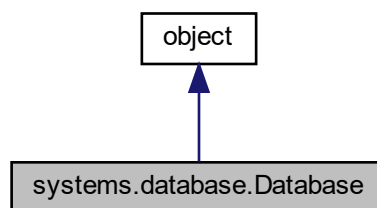
- class [Recipe](#)
- class [RecipeBook](#)

Chapter 7

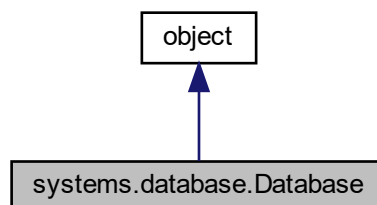
Class Documentation

7.1 `systems.database.Database` Class Reference

Inheritance diagram for `systems.database.Database`:



Collaboration diagram for `systems.database.Database`:



Public Member Functions

- `def __init__ (self, directory='data', item_fp='items.json', recipe_fp='recipes.json')`
- `def load_items_from_file (self, file)`
- `def load_recipes_from_file (self, file)`
- `def get_item (self, item_id="")`
- `def get_recipe (self, recipe_id="")`
- `def get_quest (self, quest_id)`

Public Attributes

- `recipes_fp`
- `items`
- `recipes`

7.1.1 Detailed Description

Definition at line 5 of file [database.py](#).

7.1.2 Constructor & Destructor Documentation

7.1.2.1 __init__()

```
def systems.database.Database.__init__ (
    self,
    directory = 'data',
    item_fp = 'items.json',
    recipe_fp = 'recipes.json' )
```

Definition at line 6 of file [database.py](#).

7.1.3 Member Function Documentation

7.1.3.1 get_item()

```
def systems.database.Database.get_item (
    self,
    item_id = '' )
```

Definition at line 32 of file [database.py](#).

7.1.3.2 get_quest()

```
def systems.database.Database.get_quest (
    self,
    quest_id )
```

Definition at line 38 of file [database.py](#).

7.1.3.3 get_recipe()

```
def systems.database.Database.get_recipe (
    self,
    recipe_id = '' )
```

Definition at line 35 of file [database.py](#).

7.1.3.4 load_items_from_file()

```
def systems.database.Database.load_items_from_file (
    self,
    file )
```

Definition at line 18 of file [database.py](#).

7.1.3.5 load_recipes_from_file()

```
def systems.database.Database.load_recipes_from_file (
    self,
    file )
```

Definition at line 25 of file [database.py](#).

7.1.4 Member Data Documentation

7.1.4.1 items

```
systems.database.Database.items
```

Definition at line 14 of file [database.py](#).

7.1.4.2 recipes

`systems.database.Database.recipes`

Definition at line 15 of file [database.py](#).

7.1.4.3 recipes_fp

`systems.database.Database.recipes_fp`

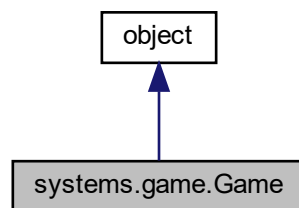
Definition at line 12 of file [database.py](#).

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

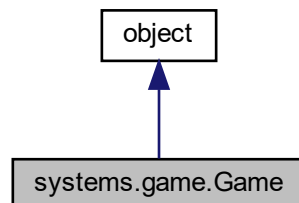
- [systems/database.py](#)

7.2 systems.game.Game Class Reference

Inheritance diagram for `systems.game.Game`:



Collaboration diagram for `systems.game.Game`:



Public Member Functions

- def [__init__](#) (self)
- def [game_event](#) (func)
- def [setup](#) (self, [people](#)=None, [locations](#)=None, [from_db](#)=None, [fps](#)=False)
- def [start_quest](#) (self, [quest_id](#)=None, [quest_object](#)=None)
- def [update](#) (self)
- def [update_quests](#) (self)

Public Attributes

- [people](#)
- [db](#)
- [player](#)
- [location](#)

7.2.1 Detailed Description

Definition at line 4 of file [game.py](#).

7.2.2 Constructor & Destructor Documentation

7.2.2.1 [__init__\(\)](#)

```
def systems.game.Game.__init__ (  
    self )
```

Definition at line 5 of file [game.py](#).

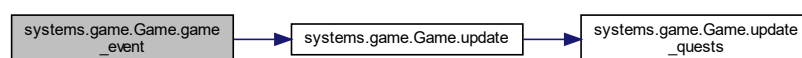
7.2.3 Member Function Documentation

7.2.3.1 [game_event\(\)](#)

```
def systems.game.Game.game_event (  
    func )
```

Definition at line 13 of file [game.py](#).

Here is the call graph for this function:



7.2.3.2 setup()

```
def systems.game.Game.setup (
    self,
    people = None,
    locations = None,
    from_db = None,
    fps = False )
```

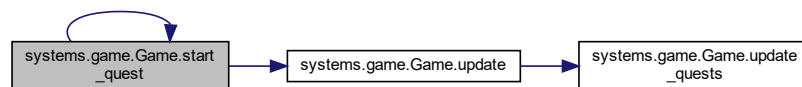
Definition at line 20 of file [game.py](#).

7.2.3.3 start_quest()

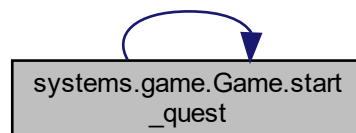
```
def systems.game.Game.start_quest (
    self,
    quest_id = None,
    quest_object = None )
```

Definition at line 36 of file [game.py](#).

Here is the call graph for this function:



Here is the caller graph for this function:

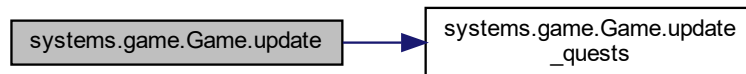


7.2.3.4 update()

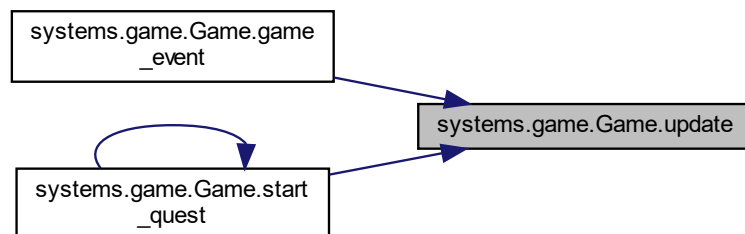
```
def systems.game.Game.update (
    self )
```

Definition at line 51 of file [game.py](#).

Here is the call graph for this function:



Here is the caller graph for this function:

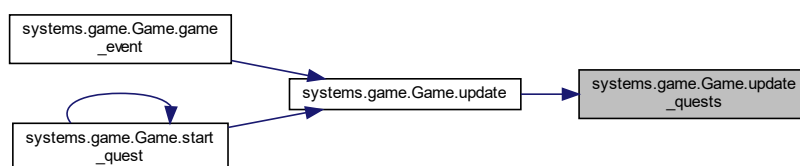


7.2.3.5 update_requests()

```
def systems.game.Game.update_requests (
    self )
```

Definition at line 55 of file [game.py](#).

Here is the caller graph for this function:



7.2.4 Member Data Documentation

7.2.4.1 db

`systems.game.Game.db`

Definition at line 7 of file [game.py](#).

7.2.4.2 location

`systems.game.Game.location`

Definition at line 34 of file [game.py](#).

7.2.4.3 people

`systems.game.Game.people`

Definition at line 6 of file [game.py](#).

7.2.4.4 player

`systems.game.Game.player`

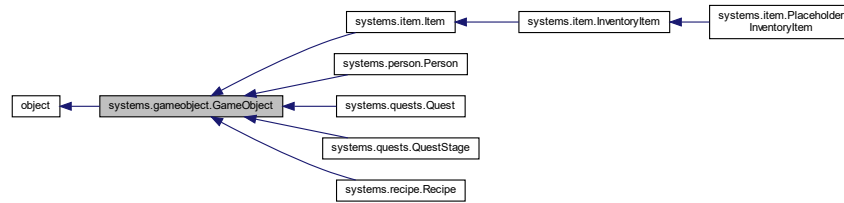
Definition at line 8 of file [game.py](#).

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

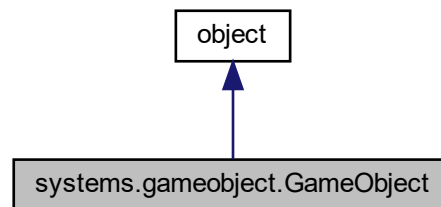
- [systems/game.py](#)

7.3 systems.gameobject.GameObject Class Reference

Inheritance diagram for systems.gameobject.GameObject:



Collaboration diagram for systems.gameobject.GameObject:



Public Member Functions

- `def __init__(self, id, name="", description="")`
- `def __repr__(self)`
- `def __hash__(self)`
- `def __eq__(self, other)`
- `def __ne__(self, other)`

Public Attributes

- `id`
- `name`
- `description`

7.3.1 Detailed Description

Definition at line 1 of file [gameobject.py](#).

7.3.2 Constructor & Destructor Documentation

7.3.2.1 `__init__()`

```
def systems.gameobject.GameObject.__init__ (
    self,
    id,
    name = '',
    description = '' )
```

Reimplemented in [systems.item.PlaceholderInventoryItem](#), [systems.person.Person](#), [systems.quests.Quest](#), [systems.item.Item](#), [systems.item.InventoryItem](#), [systems.quests.QuestStage](#), and [systems.recipe.Recipe](#).

Definition at line 2 of file [gameobject.py](#).

7.3.3 Member Function Documentation

7.3.3.1 `__eq__()`

```
def systems.gameobject.GameObject.__eq__ (
    self,
    other )
```

Reimplemented in [systems.recipe.Recipe](#).

Definition at line 17 of file [gameobject.py](#).

7.3.3.2 `__hash__()`

```
def systems.gameobject.GameObject.__hash__ (
    self )
```

Reimplemented in [systems.recipe.Recipe](#).

Definition at line 14 of file [gameobject.py](#).

7.3.3.3 `__ne__()`

```
def systems.gameobject.GameObject.__ne__ (
    self,
    other )
```

Definition at line 20 of file [gameobject.py](#).

7.3.3.4 `__repr__()`

```
def systems.gameobject.GameObject.__repr__ (
    self )
```

Definition at line 6 of file [gameobject.py](#).

7.3.4 Member Data Documentation

7.3.4.1 description

```
systems.gameobject.GameObject.description
```

Definition at line 5 of file [gameobject.py](#).

7.3.4.2 id

```
systems.gameobject.GameObject.id
```

Definition at line 3 of file [gameobject.py](#).

7.3.4.3 name

```
systems.gameobject.GameObject.name
```

Definition at line 4 of file [gameobject.py](#).

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

- [systems/gameobject.py](#)

7.4 systems.inventory.Inventory Class Reference

Public Member Functions

- def `__init__` (self)
- def [add_item](#) (self, item_id, count=1)
- def [remove_item](#) (self, item, count=1)
- def [__getitem__](#) (self, item_id)
- def [__contains__](#) (self, key)
- def [get_items](#) (self)
To be rewritten.
- def [get_item_count](#) (self, item)
- def [set_current_item](#) (self, item)
- def [get_current_item](#) (self)

Public Attributes

- [items](#)
- [current_item](#)

7.4.1 Detailed Description

Definition at line 4 of file [inventory.py](#).

7.4.2 Constructor & Destructor Documentation

7.4.2.1 `__init__()`

```
def systems.inventory.Inventory.__init__ (  
    self )
```

Definition at line 5 of file [inventory.py](#).

7.4.3 Member Function Documentation

7.4.3.1 `__contains__()`

```
def systems.inventory.Inventory.__contains__ (  
    self,  
    key )
```

Definition at line 29 of file [inventory.py](#).

7.4.3.2 `__getitem__()`

```
def systems.inventory.Inventory.__getitem__ (  
    self,  
    item_id )
```

Definition at line 26 of file [inventory.py](#).

7.4.3.3 add_item()

```
def systems.inventory.Inventory.add_item (
    self,
    item_id,
    count = 1 )
```

Definition at line 9 of file [inventory.py](#).

Here is the caller graph for this function:



7.4.3.4 get_current_item()

```
def systems.inventory.Inventory.get_current_item (
    self )
```

Definition at line 67 of file [inventory.py](#).

7.4.3.5 get_item_count()

```
def systems.inventory.Inventory.get_item_count (
    self,
    item )
```

Definition at line 59 of file [inventory.py](#).

7.4.3.6 get_items()

```
def systems.inventory.Inventory.get_items (
    self )
```

To be rewritten.

No tests written for these

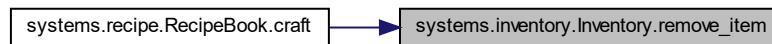
Definition at line 56 of file [inventory.py](#).

7.4.3.7 remove_item()

```
def systems.inventory.Inventory.remove_item (
    self,
    item,
    count = 1 )
```

Definition at line 22 of file [inventory.py](#).

Here is the caller graph for this function:



7.4.3.8 set_current_item()

```
def systems.inventory.Inventory.set_current_item (
    self,
    item )
```

Definition at line 64 of file [inventory.py](#).

7.4.4 Member Data Documentation

7.4.4.1 current_item

```
systems.inventory.Inventory.current_item
```

Definition at line 7 of file [inventory.py](#).

7.4.4.2 items

```
systems.inventory.Inventory.items
```

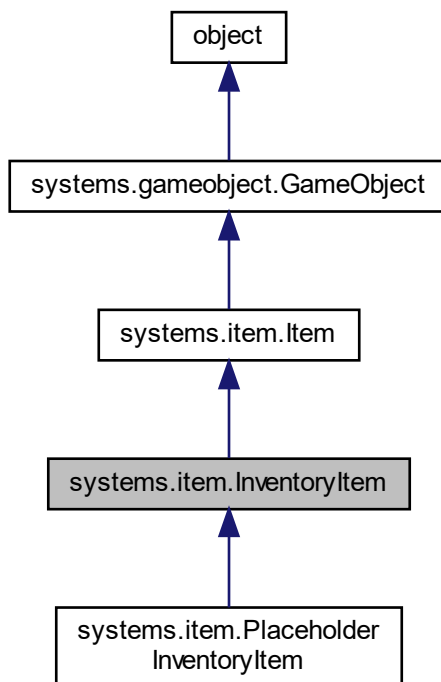
Definition at line 6 of file [inventory.py](#).

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

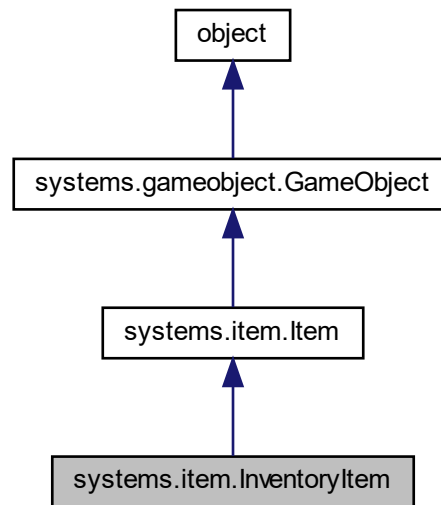
- [systems/inventory.py](#)

7.5 systems.item.InventoryItem Class Reference

Inheritance diagram for systems.item.InventoryItem:



Collaboration diagram for `systems.item.InventoryItem`:



Public Member Functions

- `def __init__ (self, id, name, description="", image_path="", count=0)`
- `def set_count (self, count)`
- `def __iadd__ (self, other)`
- `def __isub__ (self, other)`

Static Public Member Functions

- `def from_item (item, count=0)`
- `def from_dict (d)`

Public Attributes

- `count`

7.5.1 Detailed Description

Definition at line 22 of file `item.py`.

7.5.2 Constructor & Destructor Documentation

7.5.2.1 `__init__()`

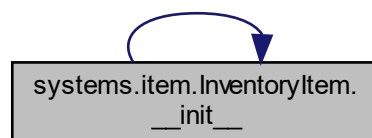
```
def systems.item.InventoryItem.__init__ (
    self,
    id,
    name,
    description = '',
    image_path = '',
    count = 0 )
```

Reimplemented from [systems.item.Item](#).

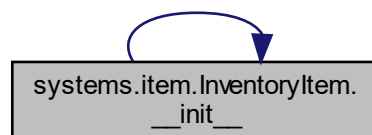
Reimplemented in [systems.item.PlaceholderInventoryItem](#).

Definition at line 23 of file [item.py](#).

Here is the call graph for this function:



Here is the caller graph for this function:



7.5.3 Member Function Documentation

7.5.3.1 `__iadd__()`

```
def systems.item.InventoryItem.__iadd__ (
    self,
    other )
```

Definition at line 36 of file [item.py](#).

7.5.3.2 `__isub__()`

```
def systems.item.InventoryItem.__isub__ (
    self,
    other )
```

Definition at line 46 of file [item.py](#).

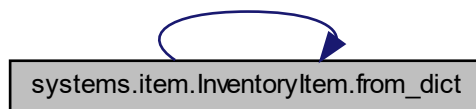
7.5.3.3 `from_dict()`

```
def systems.item.InventoryItem.from_dict (
    d ) [static]
```

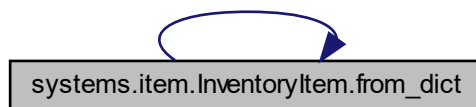
Reimplemented from [systems.item.Item](#).

Definition at line 66 of file [item.py](#).

Here is the call graph for this function:



Here is the caller graph for this function:



7.5.3.4 `from_item()`

```
def systems.item.InventoryItem.from_item (
    item,
    count = 0 ) [static]
```

Definition at line 59 of file [item.py](#).

7.5.3.5 set_count()

```
def systems.item.InventoryItem.set_count (
    self,
    count )
```

Definition at line 29 of file [item.py](#).

7.5.4 Member Data Documentation

7.5.4.1 count

```
systems.item.InventoryItem.count
```

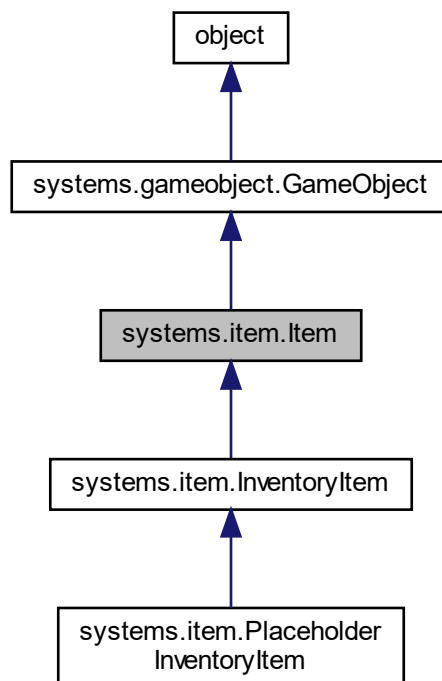
Definition at line 27 of file [item.py](#).

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

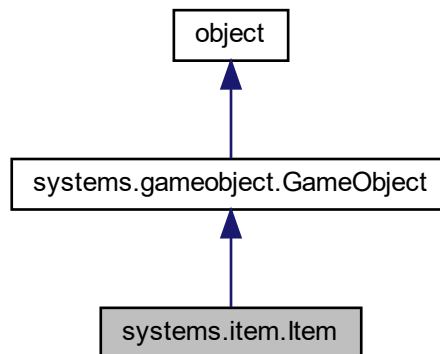
- [systems/item.py](#)

7.6 systems.item.Item Class Reference

Inheritance diagram for systems.item.Item:



Collaboration diagram for `systems.item.Item`:



Public Member Functions

- `def __init__(self, id, name, description="", image_path=")`
- `def __str__(self)`

Static Public Member Functions

- `def from_dict(d)`

Public Attributes

- `image_path`

7.6.1 Detailed Description

Definition at line 3 of file `item.py`.

7.6.2 Constructor & Destructor Documentation

7.6.2.1 `__init__()`

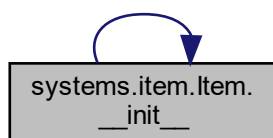
```
def systems.item.Item.__init__ (
    self,
    id,
    name,
    description = '',
    image_path = '' )
```

Reimplemented from [systems.gameobject.GameObject](#).

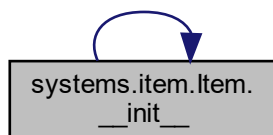
Reimplemented in [systems.item.PlaceholderInventoryItem](#), and [systems.item.InventoryItem](#).

Definition at line 4 of file [item.py](#).

Here is the call graph for this function:



Here is the caller graph for this function:



7.6.3 Member Function Documentation

7.6.3.1 `__str__()`

```
def systems.item.Item.__str__ (
    self )
```

Definition at line 7 of file [item.py](#).

7.6.3.2 from_dict()

```
def systems.item.Item.from_dict (
    d ) [static]
```

Reimplemented in [systems.item.InventoryItem](#).

Definition at line 10 of file [item.py](#).

7.6.4 Member Data Documentation

7.6.4.1 image_path

```
systems.item.Item.image_path
```

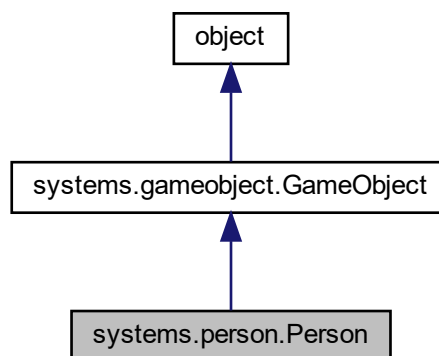
Definition at line 6 of file [item.py](#).

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

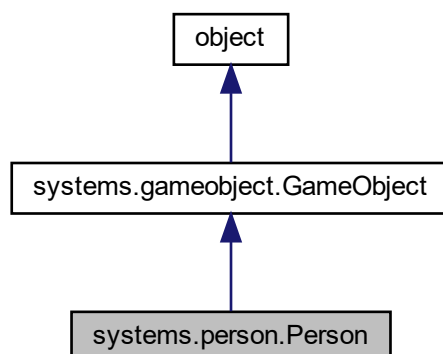
- [systems/item.py](#)

7.7 systems.person.Person Class Reference

Inheritance diagram for systems.person.Person:



Collaboration diagram for systems.person.Person:



Public Member Functions

- `def __init__(self, id, name, description, base_affinity)`
- `def set_affinity(self, value)`
- `def increase_affinity(self, value=1)`
- `def decrease_affinity(self, value=1)`
- `def get_affinity(self)`
- `def __str__(self)`

Public Attributes

- `base_affinity`
- `affinity`
- `location`

7.7.1 Detailed Description

Definition at line 3 of file [person.py](#).

7.7.2 Constructor & Destructor Documentation

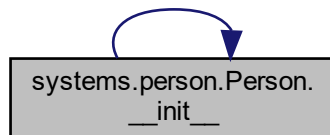
7.7.2.1 `__init__()`

```
def systems.person.Person.__init__ (
    self,
    id,
    name,
    description,
    base_affinity )
```

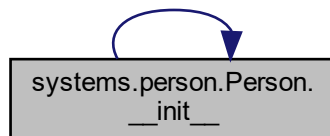
Reimplemented from [systems.gameobject.GameObject](#).

Definition at line 4 of file [person.py](#).

Here is the call graph for this function:



Here is the caller graph for this function:



7.7.3 Member Function Documentation

7.7.3.1 `__str__()`

```
def systems.person.Person.__str__ (
    self )
```

Definition at line 17 of file [person.py](#).

7.7.3.2 decrease_affinity()

```
def systems.person.Person.decrease_affinity (
    self,
    value = 1 )
```

Definition at line 13 of file [person.py](#).

7.7.3.3 get_affinity()

```
def systems.person.Person.get_affinity (
    self )
```

Definition at line 15 of file [person.py](#).

7.7.3.4 increase_affinity()

```
def systems.person.Person.increase_affinity (
    self,
    value = 1 )
```

Definition at line 11 of file [person.py](#).

7.7.3.5 set_affinity()

```
def systems.person.Person.set_affinity (
    self,
    value )
```

Definition at line 9 of file [person.py](#).

7.7.4 Member Data Documentation

7.7.4.1 affinity

```
systems.person.Person.affinity
```

Definition at line 7 of file [person.py](#).

7.7.4.2 `base_affinity`

`systems.person.Person.base_affinity`

Definition at line 6 of file [person.py](#).

7.7.4.3 `location`

`systems.person.Person.location`

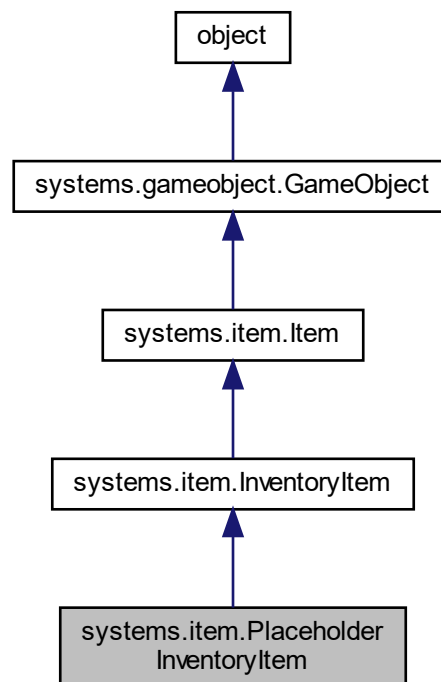
Definition at line 8 of file [person.py](#).

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

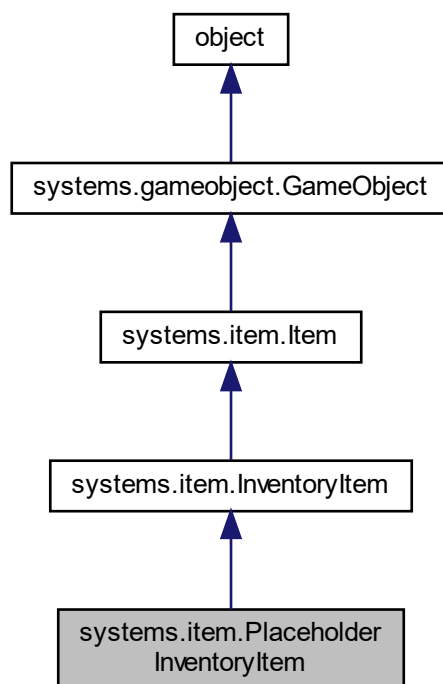
- [systems/person.py](#)

7.8 `systems.item.PlaceholderInventoryItem` Class Reference

Inheritance diagram for `systems.item.PlaceholderInventoryItem`:



Collaboration diagram for systems.item.PlaceholderInventoryItem:



Public Member Functions

- `def __init__(self, id, count=0)`

Additional Inherited Members

7.8.1 Detailed Description

Definition at line 71 of file [item.py](#).

7.8.2 Constructor & Destructor Documentation

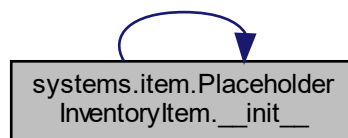
7.8.2.1 `__init__()`

```
def systems.item.PlaceholderInventoryItem.__init__ (
    self,
    id,
    count = 0 )
```

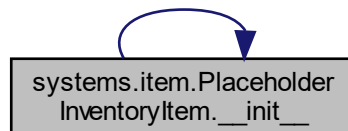
Reimplemented from [systems.item.InventoryItem](#).

Definition at line 72 of file [item.py](#).

Here is the call graph for this function:



Here is the caller graph for this function:

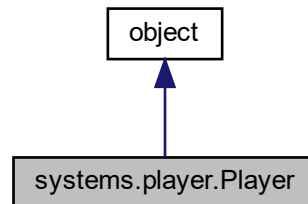


The documentation for this class was generated from the following file:

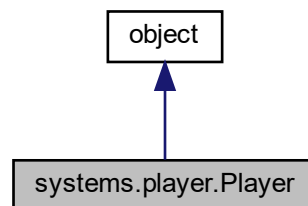
- [systems/item.py](#)

7.9 systems.player.Player Class Reference

Inheritance diagram for systems.player.Player:



Collaboration diagram for systems.player.Player:



Public Member Functions

- `def __init__ (self)`
- `def get_craftable (self)`
- `def get_uncraftable (self)`
- `def craft (self, recipe)`
- `def start_quest (self, quest_id, quest_object)`

Public Attributes

- [inventory](#)
- [questlog](#)
- [recipebook](#)

7.9.1 Detailed Description

Definition at line 7 of file [player.py](#).

7.9.2 Constructor & Destructor Documentation

7.9.2.1 `__init__()`

```
def systems.player.Player.__init__ (
    self )
```

Definition at line 8 of file [player.py](#).

7.9.3 Member Function Documentation

7.9.3.1 `craft()`

```
def systems.player.Player.craft (
    self,
    recipe )
```

Definition at line 19 of file [player.py](#).

7.9.3.2 `get_craftable()`

```
def systems.player.Player.get_craftable (
    self )
```

Definition at line 13 of file [player.py](#).

7.9.3.3 `get_uncraftable()`

```
def systems.player.Player.get_uncraftable (
    self )
```

Definition at line 16 of file [player.py](#).

7.9.3.4 start_quest()

```
def systems.player.Player.start_quest (
    self,
    quest_id,
    quest_object )
```

Definition at line 22 of file [player.py](#).

7.9.4 Member Data Documentation

7.9.4.1 inventory

```
systems.player.Player.inventory
```

Definition at line 9 of file [player.py](#).

7.9.4.2 questlog

```
systems.player.Player.questlog
```

Definition at line 10 of file [player.py](#).

7.9.4.3 recipebook

```
systems.player.Player.recipebook
```

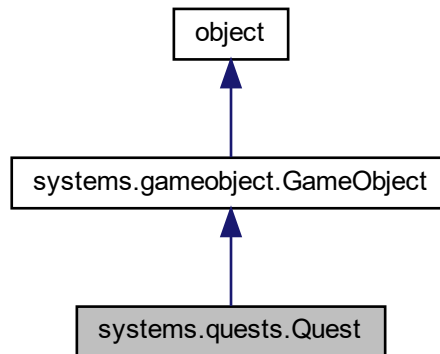
Definition at line 11 of file [player.py](#).

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

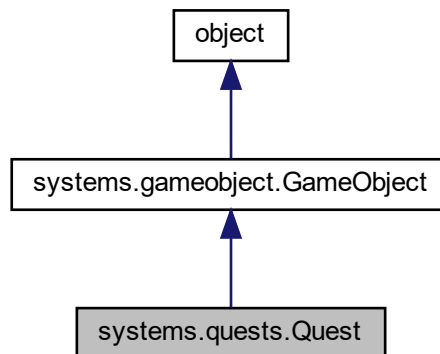
- [systems/player.py](#)

7.10 systems.quests.Quest Class Reference

Inheritance diagram for systems.quests.Quest:



Collaboration diagram for systems.quests.Quest:



Public Member Functions

- def `__init__` (self, id, name, description, stages=[], first_stage=None, final_stage=None)
- def `start` (self, stage=None)
- def `get_stage` (self, stage=None)
- def `next_stage` (self)

Static Public Member Functions

- def `from_dict` (d)

Public Attributes

- [stages](#)
- [current_stage](#)
- [started](#)
- [complete](#)
- [first_stage](#)
- [final_stage](#)

7.10.1 Detailed Description

Definition at line 3 of file [quests.py](#).

7.10.2 Constructor & Destructor Documentation

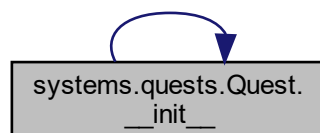
7.10.2.1 `__init__()`

```
def systems.quests.Quest.__init__ (
    self,
    id,
    name,
    description,
    stages = [],
    first_stage = None,
    final_stage = None )
```

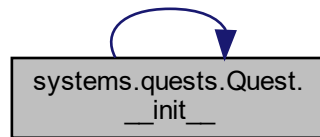
Reimplemented from [systems.gameobject.GameObject](#).

Definition at line 4 of file [quests.py](#).

Here is the call graph for this function:



Here is the caller graph for this function:



7.10.3 Member Function Documentation

7.10.3.1 `from_dict()`

```
def systems.quests.Quest.from_dict (
    d ) [static]
```

Definition at line 44 of file [quests.py](#).

7.10.3.2 `get_stage()`

```
def systems.quests.Quest.get_stage (
    self,
    stage = None )
```

Definition at line 34 of file [quests.py](#).

7.10.3.3 `next_stage()`

```
def systems.quests.Quest.next_stage (
    self )
```

Definition at line 40 of file [quests.py](#).

7.10.3.4 start()

```
def systems.quests.Quest.start (
    self,
    stage = None )
```

Definition at line 27 of file [quests.py](#).

7.10.4 Member Data Documentation

7.10.4.1 complete

systems.quests.Quest.complete

Definition at line 19 of file [quests.py](#).

7.10.4.2 current_stage

systems.quests.Quest.current_stage

Definition at line 17 of file [quests.py](#).

7.10.4.3 final_stage

systems.quests.Quest.final_stage

Definition at line 21 of file [quests.py](#).

7.10.4.4 first_stage

systems.quests.Quest.first_stage

Definition at line 20 of file [quests.py](#).

7.10.4.5 stages

`systems.quests.Quest.stages`

Definition at line 14 of file [quests.py](#).

7.10.4.6 started

`systems.quests.Quest.started`

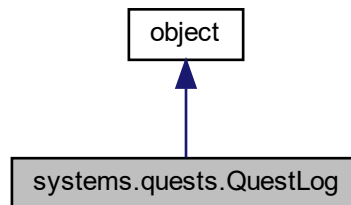
Definition at line 18 of file [quests.py](#).

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

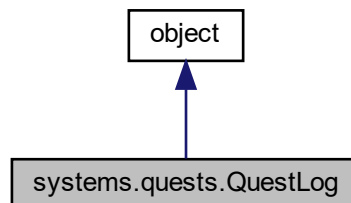
- [systems/quests.py](#)

7.11 systems.quests.QuestLog Class Reference

Inheritance diagram for `systems.quests.QuestLog`:



Collaboration diagram for `systems.quests.QuestLog`:



Public Member Functions

- def `__init__` (self)
- def `get_quest` (self, id)
- def `add_quest` (self, id, quest)
- def `get_active` (self)
- def `__getitem__` (self, key)

Public Attributes

- `quests`

7.11.1 Detailed Description

Definition at line 80 of file [quests.py](#).

7.11.2 Constructor & Destructor Documentation

7.11.2.1 `__init__()`

```
def systems.quests.QuestLog.__init__ (  
    self )
```

Definition at line 81 of file [quests.py](#).

7.11.3 Member Function Documentation

7.11.3.1 `__getitem__()`

```
def systems.quests.QuestLog.__getitem__ (  
    self,  
    key )
```

Definition at line 97 of file [quests.py](#).

7.11.3.2 `add_quest()`

```
def systems.quests.QuestLog.add_quest (
    self,
    id,
    quest )
```

Definition at line 87 of file [quests.py](#).

7.11.3.3 `get_active()`

```
def systems.quests.QuestLog.get_active (
    self )
```

Definition at line 91 of file [quests.py](#).

7.11.3.4 `get_quest()`

```
def systems.quests.QuestLog.get_quest (
    self,
    id )
```

Definition at line 84 of file [quests.py](#).

7.11.4 Member Data Documentation

7.11.4.1 `quests`

```
systems.quests.QuestLog.quests
```

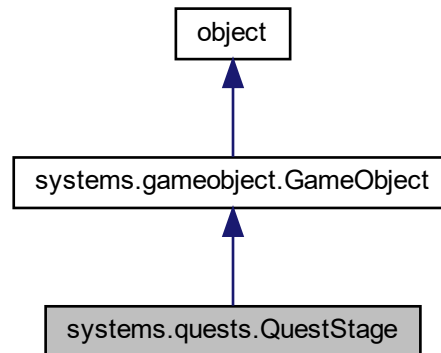
Definition at line 82 of file [quests.py](#).

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

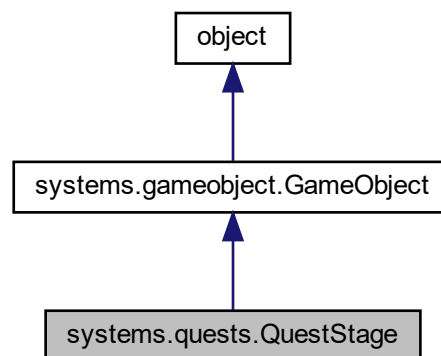
- [systems/quests.py](#)

7.12 systems.quests.QuestStage Class Reference

Inheritance diagram for systems.quests.QuestStage:



Collaboration diagram for systems.quests.QuestStage:



Public Member Functions

- def `__init__` (self, id, parent_quest_id, name="", description="", next_stage=0, substages=[], requirements={})
- def `__str__` (self)

Static Public Member Functions

- def `from_dict` (d)

Public Attributes

- [complete](#)
- [substages](#)
- [requirements](#)

7.12.1 Detailed Description

Definition at line 54 of file [quests.py](#).

7.12.2 Constructor & Destructor Documentation

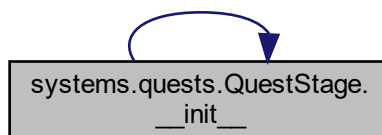
7.12.2.1 `__init__()`

```
def systems.quests.QuestStage.__init__ (
    self,
    id,
    parent_quest_id,
    name = '',
    description = '',
    next_stage = 0,
    substages = [],
    requirements = {} )
```

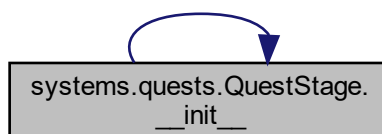
Reimplemented from [systems.gameobject.GameObject](#).

Definition at line 55 of file [quests.py](#).

Here is the call graph for this function:



Here is the caller graph for this function:



7.12.3 Member Function Documentation

7.12.3.1 `__str__()`

```
def systems.quests.QuestStage.__str__ (
    self )
```

Definition at line 72 of file [quests.py](#).

7.12.3.2 `from_dict()`

```
def systems.quests.QuestStage.from_dict (
    d ) [static]
```

Definition at line 77 of file [quests.py](#).

7.12.4 Member Data Documentation

7.12.4.1 `complete`

```
systems.quests.QuestStage.complete
```

Definition at line 66 of file [quests.py](#).

7.12.4.2 `requirements`

```
systems.quests.QuestStage.requirements
```

Definition at line 70 of file [quests.py](#).

7.12.4.3 `substages`

```
systems.quests.QuestStage.substages
```

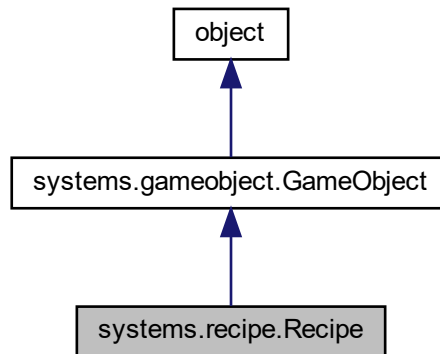
Definition at line 69 of file [quests.py](#).

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

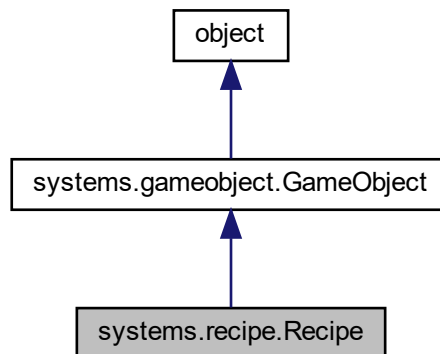
- [systems/quests.py](#)

7.13 systems.recipe.Recipe Class Reference

Inheritance diagram for systems.recipe.Recipe:



Collaboration diagram for systems.recipe.Recipe:



Public Member Functions

- def `__init__` (self, `name`, `requirements`, `item`, `description`=")
- def `is_craftable` (self, `item_list`)
- def `__hash__` (self)
- def `__eq__` (self, `other`)

Static Public Member Functions

- def `from_dict` (d)

Public Attributes

- [requirements](#)
- [item](#)

7.13.1 Detailed Description

Definition at line 3 of file [recipe.py](#).

7.13.2 Constructor & Destructor Documentation

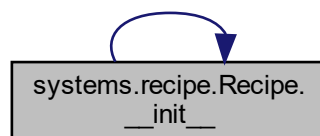
7.13.2.1 __init__()

```
def systems.recipe.Recipe.__init__ (
    self,
    name,
    requirements,
    item,
    description = '' )
```

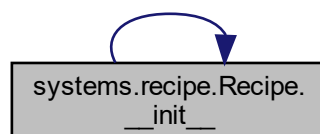
Reimplemented from [systems.gameobject.GameObject](#).

Definition at line 4 of file [recipe.py](#).

Here is the call graph for this function:



Here is the caller graph for this function:



7.13.3 Member Function Documentation

7.13.3.1 `__eq__()`

```
def systems.recipe.Recipe.__eq__ (
    self,
    other )
```

Reimplemented from [systems.gameobject.GameObject](#).

Definition at line 25 of file [recipe.py](#).

7.13.3.2 `__hash__()`

```
def systems.recipe.Recipe.__hash__ (
    self )
```

Reimplemented from [systems.gameobject.GameObject](#).

Definition at line 22 of file [recipe.py](#).

7.13.3.3 `from_dict()`

```
def systems.recipe.Recipe.from_dict (
    d ) [static]
```

Definition at line 14 of file [recipe.py](#).

7.13.3.4 `is_craftable()`

```
def systems.recipe.Recipe.is_craftable (
    self,
    item_list )
```

Definition at line 8 of file [recipe.py](#).

7.13.4 Member Data Documentation

7.13.4.1 item

`systems.recipe.Recipe.item`

Definition at line 7 of file [recipe.py](#).

7.13.4.2 requirements

`systems.recipe.Recipe.requirements`

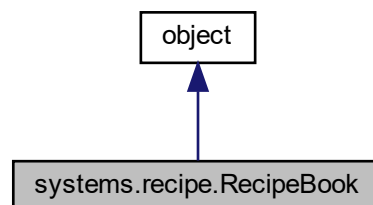
Definition at line 6 of file [recipe.py](#).

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

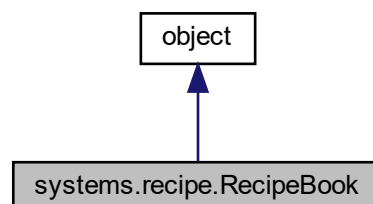
- [systems/recipe.py](#)

7.14 systems.recipe.RecipeBook Class Reference

Inheritance diagram for `systems.recipe.RecipeBook`:



Collaboration diagram for `systems.recipe.RecipeBook`:



Public Member Functions

- def `__init__` (self)
- def `add_recipe` (self, recipe_id)
- def `add_recipe` (self, recipe)
- def `remove_recipe` (self, recipe)
- def `get_craftable` (self)
- def `get_uncraftable` (self)
- def `craft` (self, recipe)

Public Attributes

- `recipes`
- `current_recipe`

7.14.1 Detailed Description

Definition at line 28 of file [recipe.py](#).

7.14.2 Constructor & Destructor Documentation

7.14.2.1 `__init__()`

```
def systems.recipe.RecipeBook.__init__ (  
    self )
```

Definition at line 29 of file [recipe.py](#).

7.14.3 Member Function Documentation

7.14.3.1 `add_recipe()` [1/2]

```
def systems.recipe.RecipeBook.add_recipe (  
    self,  
    recipe )
```

Definition at line 35 of file [recipe.py](#).

7.14.3.2 add_recipe() [2/2]

```
def systems.recipe.RecipeBook.add_recipe (
    self,
    recipe_id )
```

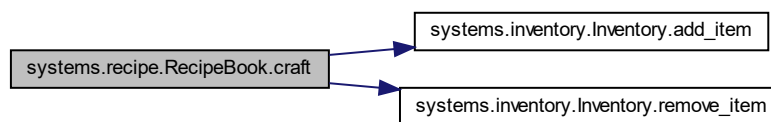
Definition at line 32 of file [recipe.py](#).

7.14.3.3 craft()

```
def systems.recipe.RecipeBook.craft (
    self,
    recipe )
```

Definition at line 48 of file [recipe.py](#).

Here is the call graph for this function:



7.14.3.4 get_craftable()

```
def systems.recipe.RecipeBook.get_craftable (
    self )
```

Definition at line 42 of file [recipe.py](#).

7.14.3.5 get_uncraftable()

```
def systems.recipe.RecipeBook.get_uncraftable (
    self )
```

Definition at line 45 of file [recipe.py](#).

7.14.3.6 `remove_recipe()`

```
def systems.recipe.RecipeBook.remove_recipe (
    self,
    recipe )
```

Definition at line 39 of file [recipe.py](#).

7.14.4 Member Data Documentation

7.14.4.1 `current_recipe`

```
systems.recipe.RecipeBook.current_recipe
```

Definition at line 31 of file [recipe.py](#).

7.14.4.2 `recipes`

```
systems.recipe.RecipeBook.recipes
```

Definition at line 30 of file [recipe.py](#).

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

- [systems/recipe.py](#)

Chapter 8

File Documentation

8.1 systems/__init__.py File Reference

8.2 __init__.py

[Go to the documentation of this file.](#)

8.3 systems/database.py File Reference

Classes

- class [systems.database.Database](#)

Namespaces

- namespace [systems](#)
- namespace [systems.database](#)

8.4 database.py

[Go to the documentation of this file.](#)

```
00001 import json
00002 import os.path as path
00003 from .item import Item
00004 from .recipe import Recipe, RecipeBook
00005 class Database(object):
00006     def __init__(
00007         self,
00008         directory='data',
00009         item_fp='items.json',
00010         recipe_fp='recipes.json'
00011     ):
00012         self.directory, self.items_fp, self.recipes_fp = directory, item_fp, recipe_fp
00013         # self.item_list = self.load_items_from_file()
00014         self.items = {}
00015         self.recipes = {}
00016         # self.recipe_list = self.load_recipes_from_file()
00017
```

```

00018     def load_items_from_file(self, file):
00019         data = json.load(file)
00020         items = {}
00021         for i in data:
00022             items[i['id']] if 'id' in i else i['name'].lower() = Item.from_dict(i)
00023         self.items = items
00024
00025     def load_recipes_from_file(self, file):
00026         data = json.load(file)
00027         recipes = {}
00028         for r in data:
00029             recipes[r['id']] if 'id' in r else r['name'].lower() = Recipe.from_dict(r)
00030         self.recipes = recipes
00031
00032     def get_item(self, item_id=""):
00033         return self.item_list[item_id]
00034
00035     def get_recipe(self, recipe_id=""):
00036         return self.recipes[recipe_id]
00037
00038     def get_quest(self, quest_id):
00039         pass

```

8.5 systems/game.py File Reference

Classes

- class [systems.game.Game](#)

Namespaces

- namespace [systems](#)
- namespace [systems.game](#)

8.6 game.py

[Go to the documentation of this file.](#)

```

00001 from .database import Database
00002 from .player import Player
00003 from .quests import Quest
00004 class Game(object):
00005     def __init__(self):
00006         self.people = {}
00007         self.db = Database()
00008         self.player = Player()
00009         # characters = {
00010         #     # list of character and info
00011         # }
00012
00013     def game_event(func):
00014         def wrapper(*args, **kwargs):
00015             print(args)
00016             func(*args[1:])
00017             args[0].update()
00018         return wrapper
00019
00020     def setup(self,
00021             people = None,
00022             locations = None,
00023             from_db = None,
00024             fps = False
00025             ):
00026         if from_db:
00027             return
00028         self.db.load_items_from_file(fps['items'])
00029         self.db.load_recipes_from_file(fps['recipes'])
00030         else:
00031             if people:
00032                 self.people = people

```

```

00033         if locations:
00034             self.location = locations
00035     # @game_event
00036     def start_quest(self, quest_id= None, quest_object = None):
00037         if not (isinstance(quest_id, str) or type(quest_id) != None):
00038             raise TypeError("quest_id is not a <str>, is type {}".format(type(quest_id)))
00039         if not (isinstance(quest_object, Quest) or type(quest_object) != None):
00040             raise TypeError("quest_object is not a <Quest>")
00041         if quest_id and not quest_object:
00042             self.player.start_quest(quest_id, self.db.get_quest(quest_id))
00043         elif quest_id and quest_object:
00044             self.player.start_quest(quest_id, quest_object)
00045         elif quest_object:
00046             self.player.start_quest(quest_object.id, quest_object)
00047         else:
00048             raise ValueError()
00049         self.update()
00050
00051     def update(self):
00052         self.update_requests()
00053         pass
00054
00055     def update_requests(self):
00056         for q in self.player.questlog.get_active():
00057             complete = True
00058             # substages
00059             reqs = q.requirements
00060             if "substage" in reqs:
00061                 if reqs['substage'] == 'all':
00062                     if not all([s.complete for s in q.substages]):
00063                         complete = False
00064                 if reqs['substage'] == 'any':
00065                     if not any([s.complete for s in q.substages]):
00066                         complete = False
00067             # items
00068             if "item" in reqs:
00069                 # print(reqs['item'])
00070                 items_present = [(i in self.player.inventory) for i in reqs['item']['ids']]
00071
00072                 if reqs['item']['all']:
00073                     if not all(items_present):
00074                         complete = False
00075                 else:
00076                     if not any(items_present):
00077                         complete = False
00078             if complete:
00079                 q.complete()
00080             pass
00081         pass
00082
00083
00084

```

8.7 systems/gameobject.py File Reference

Classes

- class [systems.gameobject.GameObject](#)

Namespaces

- namespace [systems](#)
- namespace [systems.gameobject](#)

8.8 gameobject.py

[Go to the documentation of this file.](#)

```

00001 class GameObject(object):
00002     def __init__(self, id, name="", description=""):

```

```

00003         self.id = id
00004         self.name = name
00005         self.description = description
00006     def __repr__(self):
00007         return "<{} id='{}' name='{}' desc='{}'>".format(
00008             self.__class__.__name__,
00009             self.id,
00010             self.name,
00011             self.description
00012         )
00013
00014     def __hash__(self):
00015         return hash((self.name, self.description))
00016
00017     def __eq__(self, other):
00018         return (self.id, self.name, self.description, self.__class__.__name__) == (other.id, other.name,
00019         other.description, other.__class__.__name__)
00019
00020     def __ne__(self, other):
00021         return not(self == other)
00022

```

8.9 systems/inventory.py File Reference

Classes

- class [systems.inventory.Inventory](#)

Namespaces

- namespace [systems](#)
- namespace [systems.inventory](#)

8.10 inventory.py

[Go to the documentation of this file.](#)

```

00001 from .item import InventoryItem, Item, PlaceholderInventoryItem
00002 from .recipe import Recipe
00003
00004 class Inventory():
00005     def __init__(self):
00006         self.items = {}
00007         self.current_item = InventoryItem("Nothing", "I should look at something first...", 0)
00008
00009     def add_item(self, item_id, count=1):
00010         if type(count) != int:
00011             raise TypeError("{} is of type {}, not {}".format(item_id, type(item_id), int))
00012         if type(item_id) == str:
00013             if item_id in self.items:
00014                 self.items[item_id] += count
00015             else:
00016                 self.items[item_id] = PlaceholderInventoryItem(item_id, count)
00017         elif type(item_id) == (Item):
00018             self.items[item_id.id] = InventoryItem.from_item(item_id, count)
00019         else:
00020             raise TypeError("{} is of type {}, not {} or {}".format(item_id, type(item_id), str,
00021             Item))
00021
00022     def remove_item(self, item, count=1):
00023         if item in self.items:
00024             self.items[item] -= count
00025
00026     def __getitem__(self, item_id):
00027         return self.items[item_id]
00028
00029     def __contains__(self, key):
00030         if type(key) == str:
00031             return key in self.items
00032         elif type(key) == dict:

```



```

00033         if key['id'] in self.items:
00034             return self.items[key['id']].count >= key['count']
00035         else:
00036             return False
00037     elif type(key) == tuple:
00038         if key[0] in self.items:
00039             return self.items[key[0]].count >= key[1]
00040         else:
00041             return False
00042     elif type(key) == list:
00043         if all([type(i) == tuple for i in key]):
00044             if all([len(i) == 2 for i in key]):
00045                 return all([self.items[i[0]].count >= i[1] for i in key])
00046             else:
00047                 raise ValueError("All tuples must be of types (<str>, <int>")
00048         elif len(key) == 2:
00049             return self.items[key[0]].count >= key[1]
00050         else:
00051             raise ValueError("Must be a list of tuples of types (<str>, <int>")
00052     else:
00053         raise ValueError("Input must be of types <str>, <dict>, <tuple>, list[<str>, <int>] or
list[(<str>,<int>)]")
00054
00055
00056     def get_items(self):
00057         return [{"{} {}".format(i[0], i[1]), i[0]} for i in list(filter(lambda i: i[1] > 0,
self.items.items()))]
00058
00059     def get_item_count(self, item):
00060         if self.items.has_key(item):
00061             return self.items[item]
00062         return 0
00063
00064     def set_current_item(self, item):
00065         self.current_item = item
00066
00067     def get_current_item(self):
00068         return self.current_item

```

8.11 systems/item.py File Reference

Classes

- class [systems.item.Item](#)
- class [systems.item.InventoryItem](#)
- class [systems.item.PlaceholderInventoryItem](#)

Namespaces

- namespace [systems](#)
- namespace [systems.item](#)

8.12 item.py

[Go to the documentation of this file.](#)

```

00001 from .gameobject import GameObject
00002
00003 class Item(GameObject):
00004     def __init__(self, id, name, description="", image_path=""):
00005         super(Item, self).__init__(id, name, description)
00006         self.image_path = image_path
00007     def __str__(self):
00008         return self.name
00009     @staticmethod
00010     def from_dict(d):
00011         if 'id' in d:
00012             id = d['id']
00013         else:

```

```

00014         id = d['name']
00015
00016         if 'image_path' in d:
00017             ip = d['image_path']
00018         else:
00019             ip = "items/{}".format(id)
00020         return Item(id, d['name'], d['description'], image_path=ip)
00021
00022 class InventoryItem(Item):
00023     def __init__(self, id, name, description="", image_path="", count = 0):
00024         super(InventoryItem, self).__init__(id, name, description, image_path)
00025         if count < 0:
00026             raise ValueError("Count cannot be less than 0")
00027         self.count = count
00028
00029     def set_count(self, count):
00030         if type(count) != int:
00031             raise TypeError("{} is of type {}, not {}".format(count, type(count), int))
00032         if count < 0:
00033             raise ValueError("Count cannot be less than 0")
00034
00035         self.count = count
00036     def __iadd__(self, other):
00037         if type(other) != int:
00038             raise TypeError("{} is of type {}, not {}".format(other, type(other), int))
00039
00040         if other < 0:
00041             raise ValueError("Can't add negative number of items".format(other, self.count))
00042
00043         self.count += other
00044         return self
00045
00046     def __isub__(self, other):
00047         if type(other) != int:
00048             raise TypeError("{} is of type {}, not {}".format(other, type(other), int))
00049
00050         if other < 0:
00051             raise ValueError("Can't remove a negative number of items".format(other, self.count))
00052         if self.count - other < 0:
00053             raise ValueError("Removing {} to current count ({} will result in a count less than
00054 0".format(other, self.count))
00055
00056         self.count -= other
00057         return self
00058
00059     @staticmethod
00060     def from_item(item, count = 0):
00061         if type(item) != Item:
00062             raise TypeError("{} is of type {}, not {}".format(item, type(item), Item))
00063
00064         return InventoryItem(item.id, item.name, item.description, item.image_path, count)
00065
00066     @staticmethod
00067     def from_dict(d):
00068         if type(d) != dict:
00069             raise TypeError("{} is of type {}, not {}".format(d, type(d), dict))
00070         return InventoryItem.from_item(super(InventoryItem, InventoryItem).from_dict(d))
00071
00072 class PlaceholderInventoryItem(InventoryItem):
00073     def __init__(self, id, count=0):
00074         super(PlaceholderInventoryItem, self).__init__(id, "placeholder", "placeholder",
00075 "placeholder", count=count)

```

8.13 systems/person.py File Reference

Classes

- class [systems.person.Person](#)

Namespaces

- namespace [systems](#)
- namespace [systems.person](#)

8.14 person.py

[Go to the documentation of this file.](#)

```
00001 from .gameobject import GameObject
00002
00003 class Person(GameObject):
00004     def __init__(self, id, name, description, base_affinity):
00005         super(Person, self).__init__(id, name, description)
00006         self.base_affinity = base_affinity
00007         self.affinity = base_affinity
00008         self.location = ""
00009     def set_affinity(self, value):
00010         self.affinity = value
00011     def increase_affinity(self, value=1):
00012         self.affinity += value
00013     def decrease_affinity(self, value=1):
00014         self.affinity -= value
00015     def get_affinity(self):
00016         return self.affinity
00017     def __str__(self):
00018         return self.name
00019
```

8.15 systems/player.py File Reference

Classes

- class [systems.player.Player](#)

Namespaces

- namespace [systems](#)
- namespace [systems.player](#)

8.16 player.py

[Go to the documentation of this file.](#)

```
00001 from .gameobject import GameObject
00002 from .item import Item, InventoryItem
00003 from .inventory import Inventory
00004 from .quests import QuestLog
00005 from .recipe import RecipeBook
00006
00007 class Player(object):
00008     def __init__(self):
00009         self.inventory = Inventory()
00010         self.questlog = QuestLog()
00011         self.recipebook = RecipeBook()
00012
00013     def get_craftable(self):
00014         pass
00015
00016     def get_uncraftable(self):
00017         pass
00018
00019     def craft(self, recipe):
00020         pass
00021
00022     def start_quest(self, quest_id, quest_object):
00023         self.questlog.add_quest(quest_id, quest_object)
00024         # self.questlog
```

8.17 systems/quests.py File Reference

Classes

- class [systems.quests.Quest](#)
- class [systems.quests.QuestStage](#)
- class [systems.quests.QuestLog](#)

Namespaces

- namespace [systems](#)
- namespace [systems.quests](#)

8.18 quests.py

[Go to the documentation of this file.](#)

```

00001 from .gameobject import GameObject
00002
00003 class Quest(GameObject):
00004     def __init__(
00005         self,
00006         id,
00007         name,
00008         description,
00009         stages=[],
00010         first_stage=None,
00011         final_stage=None,
00012     ):
00013         super(Quest, self).__init__(id, name, description)
00014         self.stages = {}
00015         for qs in stages:
00016             self.stages[qs.id] = qs
00017         self.current_stage = 0
00018         self.started = False
00019         self.complete = False
00020         self.first_stage = first_stage
00021         self.final_stage = final_stage
00022         # if final_stage == None:
00023         #     self.final_stage = len(stages)
00024         # else:
00025         #     self.final_stage = final_stage
00026
00027     def start(self, stage=None):
00028         self.started = True
00029         if stage == None:
00030             self.current_stage = self.first_stage
00031         else:
00032             self.current_stage = stage
00033
00034     def get_stage(self, stage= None):
00035         if stage == None:
00036             return self.stages[".".join([self.id, str(self.current_stage)])]
00037         else:
00038             return self.stages[".".join([self.id, str(stage)])]
00039
00040     def next_stage(self):
00041         self.stage += 1
00042
00043     @staticmethod
00044     def from_dict(d):
00045         return Quest(
00046             d['id'],
00047             d['name'],
00048             d['description'],
00049             stages=[QuestStage.from_dict(s) for s in d['stages']],
00050             first_stage=d['first_stage'],
00051         )
00052
00053
00054 class QuestStage(GameObject):
00055     def __init__(
00056         self,

```

```

00057         id,
00058         parent_quest_id,
00059         name="",
00060         description="",
00061         next_stage=0,
00062         substages = [],
00063         requirements= {}
00064     ):
00065         super(QuestStage, self).__init__("." + join([parent_quest_id, str(id)]), name, description)
00066         self.complete = False
00067         for ss in substages:
00068             pass
00069         self.substages = substages
00070         self.requirements = requirements
00071
00072     def __str__(self):
00073         return self.name
00074
00075
00076     @staticmethod
00077     def from_dict(d):
00078         return QuestStage(name=d['name'], description=d['description'])
00079
00080 class QuestLog(object):
00081     def __init__(self):
00082         self.quests = {}
00083
00084     def get_quest(self, id):
00085         return self.quests[id]
00086
00087     def add_quest(self, id, quest):
00088         self.quests[id] = quest
00089         self.quests[id].start()
00090
00091     def get_active(self):
00092         qs = [q.get_stage() for q in self.quests.values() if (q.started and not q.complete)]
00093         sq = [q.substages for q in qs]
00094         # python is objectively a stupid language. This is just to flatten a list. Fuck's sake.
00095         return qs + [s for sublist in sq for s in sublist]
00096
00097     def __getitem__(self, key):
00098         return self.quests[key]

```

8.19 systems/recipe.py File Reference

Classes

- class [systems.recipe.Recipe](#)
- class [systems.recipe.RecipeBook](#)

Namespaces

- namespace [systems](#)
- namespace [systems.recipe](#)

8.20 recipe.py

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```

00001 from .gameobject import GameObject
00002
00003 class Recipe(GameObject):
00004     def __init__(self, name, requirements, item, description=""):
00005         super(Recipe, self).__init__(name, description)
00006         self.requirements = requirements
00007         self.item = item
00008     def is_craftable(self, item_list):
00009
00010         pass
00011         # return all([item_list[i] >= c for i, c in self.requirements.items()])

```

```
00012
00013     @staticmethod
00014     def from_dict(d):
00015         return Recipe(
00016             d['name'],
00017             item=d['item'],
00018             requirements=d['requirements'],
00019             description=d['description'],
00020         )
00021
00022     def __hash__(self):
00023         return hash((self.name, self.item))
00024
00025     def __eq__(self, other):
00026         return (self.name, self.requirements, self.item) == (other.name, other.requirements,
00027             other.item)
00028
00029 class RecipeBook(object):
00030     def __init__(self):
00031         self.recipes = {}
00032         self.current_recipe = Recipe("Nothing here", {"not sure": 0}, None)
00033     def add_recipe(self, recipe_id):
00034         pass
00035
00036     def add_recipe(self, recipe):
00037         self.recipes.add(recipe)
00038         for r in recipe.requirements.keys():
00039             self.add_item(r, 0)
00040
00041     def remove_recipe(self, recipe):
00042         self.recipes.remove(recipe)
00043
00044     def get_craftable(self):
00045         return [i for i in self.recipes if i.is_craftable(self.items)]
00046
00047     def get_uncraftable(self):
00048         return [i for i in self.recipes if not i.is_craftable(self.items)]
00049
00050     def craft(self, recipe):
00051         if recipe in self.recipes:
00052             if recipe.is_craftable(self.items):
00053                 self.add_item(recipe.item)
00054                 for i, c in recipe.requirements.items():
00055                     self.remove_item(i, c)
```

8.21 systems/requirements_syntax.md File Reference

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