Tile:

name: "string"

image: "string".jpg

color: red, blue, green, red\_event, blue\_event, green\_event, secret\_tunnel, meatball

Token: true, false

Cultist: 0, 1, 2

Entrances: 1, 2, 3, 4, secret

Exit: true, false

Player:

name: "string"

image: "string".jpg

Strength: 1, 2, 3

Wisdom: 1, 2, 3

Agility: 1, 2, 3

Total\_Actions: 2, 3, 4, 5, 6,

Current\_Actions: 0-Total\_Actions

Ability\_1: function\_1

Ability\_2: function\_2

Red\_token: 0+

Blue\_token: 0+

Green\_token: 0+

Blue\_special: true, false

Green\_special: true, false

Red\_special: true, false

Meatball: true, false

Pickup(player, tile):

If tile.token == true:

If tile.color == meatball:

If player.Blue\_special == True and player.Red\_special == True and player.Green\_special == True:

Player.meatball = True

Player.Current\_Actions = Player.Current\_Actions -1

Tile.token = false

elif tile.color == blue\_special:

If Blue\_token >= 7:

Player.Blue\_special = True

Player.Current\_Actions = Player.Current\_Actions -1

Tile.token = false

elif tile.color == blue:

If player.Wisdom ==3

Player.Current\_Actions = Player.Current\_Actions -1

Tile.token = false

Player.Blue\_Token +=

elif player.Wisdom ==2

If Player.Current\_Actions -2 >= 0:

Player.Current\_Actions = Player.Current\_Actions -2

Player.Blue\_Token +=

Tile.token = false

elif player.Wisdom ==1

If Player.Current\_Actions -3 >= 0:

Player.Current\_Actions = Player.Current\_Actions -3

Player.Blue\_Token +=

Tile.token = false

Return player, tile