	D A d t	
	DungeonAdventuredungeon	
	adventurer	
	diff	
	root start_canvas	
	 dungeon_display	
	game_over()	
	game_over()	
	dungeon_display	
	legend()	
	message_log()	
	omniscience():	
	title_image()	
	window_size() + intro_slide():	
	init(self): + start_loop():	
	+ display_instructions():	
	+ input_name():	
	+ start_menu():	
	+ end_game(): + draw_whole_map():	
	+ draw_map():	
	+ cheat_codes():	
	+ use_vision_potion():	
	+ use_health_potion():	
	+ move_player():	
	_ start_game(): reset_start_canvas():	
	+ adventurer_status():	
	+ announce():	
	+ cheats():	
	+ dungeon_key_images(): + initialize_intro():	
	+ make_help_menu():	
	+ user_input_adventurer_name(): String	K
		"
Dungeon		
diff = diff		
game = game adv = adv		
size = 7 + (3 * diff)		
entrance = None		
pl_location = None		
room_count = 0		
room_array = []		
clear_dungeon() create_entrance()		
double_link():		
get_room_at():		
init		
make_new_room():		
str():String validate_maze():		
+ debug_clear_dungeon():		
+ debug_clear_dungeon(): + debug_get_difficulty(): + debug_get_entrance():		
+ debug_clear_dungeon(): + debug_get_difficulty(): + debug_get_entrance(): + debug_get_player_location():		
+ debug_clear_dungeon(): + debug_get_difficulty(): + debug_get_entrance(): + debug_get_player_location(): + debug_get_room_count():		
+ debug_clear_dungeon(): + debug_get_difficulty(): + debug_get_entrance(): + debug_get_player_location():		
<pre>+ debug_clear_dungeon(): + debug_get_difficulty(): + debug_get_entrance(): + debug_get_player_location(): + debug_get_room_count(): + debug_set_entrance():</pre>		
+ debug_clear_dungeon(): + debug_get_difficulty(): + debug_get_entrance(): + debug_get_player_location(): + debug_get_room_count(): + debug_set_entrance(): + debug_set_pl_location():		
<pre>+ debug_clear_dungeon(): + debug_get_difficulty(): + debug_get_entrance(): + debug_get_player_location(): + debug_get_room_count(): + debug_set_entrance(): + debug_set_pl_location(): + debug_set_room_array(): + display(): + generate():</pre>		
<pre>+ debug_clear_dungeon(): + debug_get_difficulty(): + debug_get_entrance(): + debug_get_player_location(): + debug_get_room_count(): + debug_set_entrance(): + debug_set_pl_location(): + debug_set_room_array(): + display(): + generate(): + get_size():</pre>		
<pre>+ debug_clear_dungeon(): + debug_get_difficulty(): + debug_get_entrance(): + debug_get_player_location(): + debug_get_room_count(): + debug_set_entrance(): + debug_set_pl_location(): + debug_set_room_array(): + display(): + generate():</pre>		
<pre>+ debug_clear_dungeon(): + debug_get_difficulty(): + debug_get_entrance(): + debug_get_player_location(): + debug_get_room_count(): + debug_set_entrance(): + debug_set_pl_location(): + debug_set_room_array(): + display(): + generate(): + get_size():</pre>	Room	
<pre>+ debug_clear_dungeon(): + debug_get_difficulty(): + debug_get_entrance(): + debug_get_player_location(): + debug_get_room_count(): + debug_set_entrance(): + debug_set_pl_location(): + debug_set_room_array(): + display(): + generate(): + get_size():</pre>	Roomdoors()	
<pre>+ debug_clear_dungeon(): + debug_get_difficulty(): + debug_get_entrance(): + debug_get_player_location(): + debug_get_room_count(): + debug_set_entrance(): + debug_set_pl_location(): + debug_set_room_array(): + display(): + generate(): + get_size():</pre>		
<pre>+ debug_clear_dungeon(): + debug_get_difficulty(): + debug_get_entrance(): + debug_get_player_location(): + debug_get_room_count(): + debug_set_entrance(): + debug_set_pl_location(): + debug_set_room_array(): + display(): + generate(): + get_size():</pre>	doors()exit()has_player()	
<pre>+ debug_clear_dungeon(): + debug_get_difficulty(): + debug_get_entrance(): + debug_get_player_location(): + debug_get_room_count(): + debug_set_entrance(): + debug_set_pl_location(): + debug_set_room_array(): + display(): + generate(): + get_size():</pre>	doors()exit()has_player()health_p()	
<pre>+ debug_clear_dungeon(): + debug_get_difficulty(): + debug_get_entrance(): + debug_get_player_location(): + debug_get_room_count(): + debug_set_entrance(): + debug_set_pl_location(): + debug_set_room_array(): + display(): + generate(): + get_size():</pre>	doors()exit()has_player()health_p()location()	
<pre>+ debug_clear_dungeon(): + debug_get_difficulty(): + debug_get_entrance(): + debug_get_player_location(): + debug_get_room_count(): + debug_set_entrance(): + debug_set_pl_location(): + debug_set_room_array(): + display(): + generate(): + get_size():</pre>	doors()exit()has_player()health_p()location()pillar()	
<pre>+ debug_clear_dungeon(): + debug_get_difficulty(): + debug_get_entrance(): + debug_get_player_location(): + debug_get_room_count(): + debug_set_entrance(): + debug_set_pl_location(): + debug_set_room_array(): + display(): + generate(): + get_size():</pre>	doors()exit()has_player()health_p()location()pillar()pit()	
<pre>+ debug_clear_dungeon(): + debug_get_difficulty(): + debug_get_entrance(): + debug_get_player_location(): + debug_get_room_count(): + debug_set_entrance(): + debug_set_pl_location(): + debug_set_room_array(): + display(): + generate(): + get_size():</pre>	doors()exit()has_player()health_p()location()pillar()pit()room_id	
<pre>+ debug_clear_dungeon(): + debug_get_difficulty(): + debug_get_entrance(): + debug_get_player_location(): + debug_get_room_count(): + debug_set_entrance(): + debug_set_pl_location(): + debug_set_room_array(): + display(): + generate(): + get_size():</pre>	doors()exit()has_player()health_p()location()pillar()pit()room_idvision_P()	
<pre>+ debug_clear_dungeon(): + debug_get_difficulty(): + debug_get_entrance(): + debug_get_player_location(): + debug_get_room_count(): + debug_set_entrance(): + debug_set_pl_location(): + debug_set_room_array(): + display(): + generate(): + get_size():</pre>	doors()exit()has_player()health_p()location()pillar()pit()room_idvision_P() +init()	
<pre>+ debug_clear_dungeon(): + debug_get_difficulty(): + debug_get_entrance(): + debug_get_player_location(): + debug_get_room_count(): + debug_set_entrance(): + debug_set_pl_location(): + debug_set_room_array(): + display(): + generate(): + get_size():</pre>	doors()exit()has_player()health_p()location()pillar()pit()room_idvision_P()	
<pre>+ debug_clear_dungeon(): + debug_get_difficulty(): + debug_get_entrance(): + debug_get_player_location(): + debug_get_room_count(): + debug_set_entrance(): + debug_set_pl_location(): + debug_set_room_array(): + display(): + generate(): + get_size():</pre>	doors()exit()has_player()health_p()location()pillar()pit()room_idvision_P() +init() +str(self): String	
<pre>+ debug_clear_dungeon(): + debug_get_difficulty(): + debug_get_entrance(): + debug_get_player_location(): + debug_get_room_count(): + debug_set_entrance(): + debug_set_pl_location(): + debug_set_room_array(): + display(): + generate(): + get_size():</pre>	doors()exit()has_player()health_p()location()pillar()pit()room_idvision_P() +init() +str(self): String + get_player():	
<pre>+ debug_clear_dungeon(): + debug_get_difficulty(): + debug_get_entrance(): + debug_get_player_location(): + debug_get_room_count(): + debug_set_entrance(): + debug_set_pl_location(): + debug_set_room_array(): + display(): + generate(): + get_size():</pre>	doors()exit()has_player()health_p()location()pillar()pit()room_idvision_P() +init() +str(self): String + get_player(): + link()	
<pre>+ debug_clear_dungeon(): + debug_get_difficulty(): + debug_get_entrance(): + debug_get_player_location(): + debug_get_room_count(): + debug_set_entrance(): + debug_set_pl_location(): + debug_set_room_array(): + display(): + generate(): + get_size():</pre>	doors()exit()has_player()health_p()location()pillar()pit()room_idvision_P() +init() +str(self): String + get_player(): + link() + get_dir(): String	
<pre>+ debug_clear_dungeon(): + debug_get_difficulty(): + debug_get_entrance(): + debug_get_player_location(): + debug_get_room_count(): + debug_set_entrance(): + debug_set_pl_location(): + debug_set_room_array(): + display(): + generate(): + get_size():</pre>	doors()exit()has_player()health_p()location()pillar()pit()room_idvision_P() +init() +str(self): String + get_player(): + link() + get_dir(): String + is_exit()	
<pre>+ debug_clear_dungeon(): + debug_get_difficulty(): + debug_get_entrance(): + debug_get_player_location(): + debug_get_room_count(): + debug_set_entrance(): + debug_set_pl_location(): + debug_set_room_array(): + display(): + generate(): + get_size():</pre>	doors()exit()has_player()health_p()location()pillar()pit()room_idvision_P() +init() +str(self): String + get_player(): + link() + get_dir(): String + is_exit() + clear_room()	

+ wall()

+ enter()

_game() _health_p(): __hp(): __max_hp(): __name(): __pillars(): __vision(): __vision_p(): + __init__ + __str__() + add_health_potion(): init + add_vision_potion(): init + decay_vision(): + earn_pillar + exit() + get_name(): String + get_vison_range(): + is dead(): + is_pillar_in_inventory() + take_damage(): + use_health_potion(): init + use_vision_potion():

Adventurer