

schooladventure creates the player and the map, then processes player commands.

schooladventure.py

player.py

Players have a name, health, and items. They start with 1 item and 100 health points. You could add a score to player.

schoolmap.py

To create your own map change schoolmap.py. schoolmap is a collection of Room objects each with their own name.

room.py

A Room object has a name, 0 to 2 items and 0 or 1 monster.

items_monsters.py

The lists of available items and monsters is here. You can change these lists, add new items and monsters, and change points.

Things to do:

1. change game messages
2. add monsters
3. add items
4. change map
5. add eat command
6. add player score
7. add other commands

Commands include

```
help
quit
attack with item
go direction
where am i
look around
take item
health
```

```
'help'
'quit'
'attack with spoon'
'go east'
'where am it'
'look around'
'take spoon'
'health'
```

Print this stuff.

Leave game.

Any item may be used in an attack. Some are better than others. You may not travel into the abyss.

Display current room position. You may enter just 'where'.

Displays it all including room names surrounding you.

Pick up an item. Carried items may be used in attacks.

Displays your player current stats.

