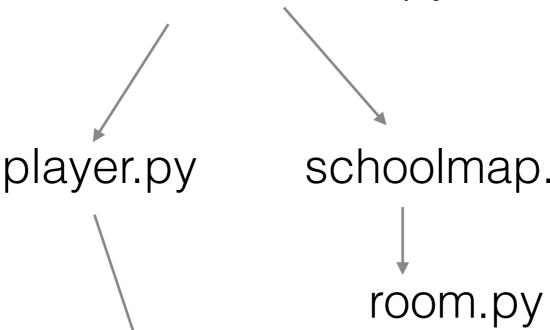
schooladventure creates the player and the map, then processes player commands.

schooladventure.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 by schoolmap by schoolmap is schoolmap.py. schoolmap is a collection of Room objects each with their own name.

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

Things to do:

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

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.

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.

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.

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