🎮 IG Problem 6: Grand Theft Adventure VI Solution 🎮

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```
class AdvCharacter():
      """
      Stores and supplies access to information on a non-player character.
      """
      def __init__(self, name, room, objects, dialogue):
            """
            Initializes a new Character with the specified attributes.
            """
            self._name = name
            self._room = room
            self._objects = objects # list of object names (strings)
            self._dialogue = dialogue # list of sentence strings to speak

      def getName(self):
            """
            Returns the name (string) of the character.
            """
            return self._name

      def getRoom(self):
            """
            Returns the room (string) the character is currently in.
            """
            return self._room

      def getInventory(self):
            """
            Returns a list of objects / items (string) the character owns.
            """
            return self._objects

      def introduce(self):
            """
            Prints out a greeting with the character's name and dialogue.
            """
            print("Greetings! I am the " + self._name + ".")
            for sentence in self._dialogue:
                  print(sentence)

      def grandTheft(self, playerItems):
            """
            Like in GTA, surrenders all this character's items to player.
            """
            for item in self._objects:
                  playerItems.append(item)

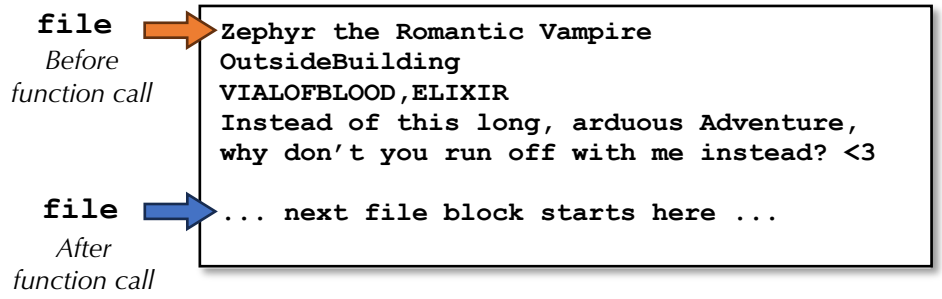
            self._objects = [] # clears inventory
```

```
    @staticmethod
    def readCharacter(file):
        """
        Reads each line from a file block to create an AdvCharacter.
        """
        name = file.readline().strip()
        if name == "":
            return None # end of file reached

        room = file.readline().strip()
        objects = file.readline().strip().split(",") # list of strings

        dialogue = []
        while True: # block has lines of dialogue until blank line
            line = file.readline().strip()
            if line == "":
                break
            dialogue.append(line)

        return AdvCharacter(name, room, objects, dialogue)
```




```
class AdvGame():
    """
    Records the information necessary to play the Adventure game.
    """

    def readCharacters(self, filename):
        """
        Reads the characters from the data file and stores them here.
        """
        self._characters = {} # maps names to AdvCharacter object

        with open(characterFile, "r") as file:
            while True:
                characterObj = AdvCharacter.readCharacter(file)
                if characterObj == None:
                    break # end of file reached

                name = characterObj.getName()
                self._characters[name] = characterObj
```