2015 Semester 2

ISCG5420 Assignment Documentation

[Your NAME and STUDENT ID]

This is an individual assignment. You must work on the individual tasks by yourself and all work on these tasks must be your own.

Please sign the statement below to declare that this assignment submission is your own work and hand in the signed statement in the class in the same week as the due date (the week starting 26th Oct 2015). Failure to sign and hand in this statement may mean your assignment is not marked. Alternatively, you can sign, and scan this document and submit it with your code on Moodle.

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| **ISCG5420—Programming Fundamentals**  Assignment 1  I declare that the individual part of this assignment submission is my own work. Where I have incorporated work by other people, I have correctly acknowledged the source in my assignment.  Student Name …Boris... Student ID …Avdeev…  Signature ……Boris Avdeev…  Date: …25.10.2015… |

# INSTRUCTION: Answer the following questions as part of your assignment. You may need to leave some of the questions until just before your submission.

# List all function(s) you modified for the following tasks. If you created your own function for the task, include it as well.

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| Task No. | Function Names |
| Task 1 | In Process Statement() I modified input message from verb HELP by changing text in print() method, Also I used tabulation for made this message friendly for player in use. After, in this message, I add new names of verb which I developed for others task |
| Task 2 | In Process Statement(), I added for all verbs second value like first and last letters(shortcut) . In this task I modified all ( if, elif ) methods in Process Statement() and used or method |
| Task 3 | In Process Statement(), I develop new verb (TELEPORT or TP) which checking noun from statement in game section with currentlocation and then give new value for currentLocation. I used print() (if, elif, else, and) methods |
| Task 4 | In Process Statement(), I add new verb (QUIT), then initialize new value (ExitGameLoop). Modified main loop in Game() section and add new value into this loop .I used this method Print(), (if, else, elif, global) |
| Task 5 | In Process Statement(), I develop new verb(GIVEME) which checking items in items list, if it same as in input, this item adds to hero inventory. I used all of this functions and method Print(),Input() (if, elif, else) |
| Task 6 | Developed new definition: StartMenu () which contain three options: NEW GAME, CONTINUE, QUIT, all this options needs to be reinterred, and start menu again if use interred incorrect options. Option NEW GAME starting Game() definition. CONTINUE starting LoadGame difinition. QUIT give meaning for value ExitGameLoop = 1 and game finished. I used (print(), input(), if, elif, else, str.upper(),global) functions and methods |
| Task 7 | In PrintableInts definitions I modified value for Index and added value(“\*\*”). These methods and function were used: (if,elif.else,return, str) |
| Task 8 | Developed two definitions, LoadGame and SaveGame, in SavedGame, current location, visited locations and hero inventory are writing into a file. This definition starting, when verb QUIT is interred  LoadGame read information in file and change values in game. It starting if in StartMenu(will be interred CONTINUE ) I used (open(),str(), int(),, range() .close()) |
| Task 10 | Developed new definitions and added new verbs in Process statement(). Also modified main loop in Game() I used. Some not critical changes in GetItems() and verb GIVEME (if,else,elif,if not,and,or, print()) Develop new verbs in Process Statement() |
| Others | Made user shell more friendly. Inserted str.upper() in many input(), add DisplayMap() in game() for show map every step.. |

# Task 9 – *Checkpoints for tasks 1, 2 and 4*

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|  | **CHECKPOINTS** | | | |
|  |  | **Expected** | **Actual** | **Fault No** |
| **Task 1** | **Modified HELP command, formatted all information in message. New form of this message is**  **Command - meaning**  **For example: SCORE(SE) - Display your current score** | Y | **Y** | **N** |
| **Task 2** | **Add in ProcessStatement() for all commands(verbs) shortcuts which contain first and last letters. If verb + noun, First letter from verb and last from noun**  **For example: HELP – HP, SCORE –SE, INVENTORY – IY and etc.** | Y | **Y** | **N** |
| **Task 4** | **First, I develop new verb in ProcessStatement() QUIT, than I modified loop in game section() and initialise new value (ExitGameLoop)** | Y | **Y** | **N** |

# Task 9 – *Test cases for tasks 3, 5 and 6*

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| **TEST CASES for TASKS 3, 5 and 6** | | | | | |
|  | | | | | |
| **Test** | **Purpose** | **Input** | **Expected Output** | **Actual Output** | **Fault No** |
|  | Teleport cheat:  Test will be divided on for parts.  First is command to teleport in location near start.  Second is teleport to middle location.  Third is teleport to location near the end.  Fourth is teleport to location which out of range | 1 part:  Command is TT 6 | YOU ARE IN LO6CATION () | WHAT DO YOU WANT TO DO NEXT? TT 6  YOU ARE ENABLE TELEPORT CHEAT TO MOVE IN THICK FOREST  ========Haunted House=========  YOU ARE LOCATED IN A THICK FOREST (6) | N |
| 2 part:  Command is TT 31 | YOU ARE IN LOCATION (31) | WHAT DO YOU WANT TO DO NEXT? TT 31  YOU ARE ENABLE TELEPORT CHEAT TO MOVE IN CLIFF PATH  ========Haunted House=========  YOU ARE LOCATED IN A CLIFF PATH (31) | N |
| 3 part:  Command is TT 61 | YOU ARE IN LOCATION (61) | WHAT DO YOU WANT TO DO NEXT? TT 61  YOU ARE ENABLE TELEPORT CHEAT TO MOVE IN LARGE FALLEN BRICKWORK  ========Haunted House=========  YOU ARE LOCATED IN A LARGE FALLEN BRICKWORK (61) | N |
| 4 part:  Command is TT 121 | INVALID LOCATION | WHAT DO YOU WANT TO DO NEXT? TT 121  ERROR: WRONG LOCATION ID, PLEASE CHECK NEDDED LOCATION ID  ========Haunted House=========  YOU ARE LOCATED IN A LARGE FALLEN BRICKWORK (61) | N |
|  | GIVEME cheat:  Test will be divided on four parts:  First part is get usual items.  Second part is get hidden item (in position 100)  Third part is try to inter numbers  Fourth part is try to get incorrect item (not in ItemList) | 1 part:  -GE  - AXE | AXE IN YOUR BAG | WHICH ITEM DO YOU WANT TO GET? AXE  AXE IN YOUR BAG | N |
| 2 part:  -GE  -HAMMER | HAMMER IN YOUR BAG | WHICH ITEM DO YOU WANT TO GET? HAMMER  HAMMER IN YOUR BAG | N |
| 3 part:  -GE  3 | INVALID ITEM | WHICH ITEM DO YOU WANT TO GET?3  INVALID ITEM, PLEASE CHECK SPELLING | N |
| 4 part:  -GE  -PHONE | INVALID ITEM | WHICH ITEM DO YOU WANT TO GET?PHONE  INVALID ITEM, PLEASE CHECK SPELLING | N |
|  | START GAME MENU  This test also will be divided on four parts:  First part is test NEW GAME option  Second is test CONTINUE option  Third is test of QUIT option  Fourth is trying to inter incorrect option | 1 part:  -NG | Game is starting | YOU HAVE CHOSEN: NG  ========Haunted House=========  YOU ARE LOCATED IN A DARK CORNER (0) | N |
| 2 part: # (in assignment archive I added a copy of save file which used during this test)  -CE | Game start from previous position  Previous position:  YOUR CURRENT SCORE IS: 3  ========Haunted House=========  YOU ARE LOCATED IN A LARGE FALLEN BRICKWORK (61)  And inventory:  YOU ARE CARRYING: MATCHES AXE HAMMER | YOUR CURRENT SCORE IS: 3  ========Haunted House=========  YOU ARE LOCATED IN A LARGE FALLEN BRICKWORK (61)  And inventory:  YOU ARE CARRYING: MATCHES AXE HAMMER | N |
| 3 part:  -QT | YOU HAD QUIT FROM THE GAME | YOU HAVE CHOSEN: QT  YOU HAD QUIT FROM THE GAME | N |
| 4 part:  -SAVE | INCORECT OPTION | YOU HAVE CHOSEN: SAVE  INCORRECT OPTION,PLEASE CHECK SPLELING AND TYPE AGAIN | N |

# Task 10 – Game Design and Implementation

**INSTRUCTION: Describe your mini-missions using the given template below.**

1. Describe player's mini mission in 2 sentence. Include location name, location ID and item name.

In location ROOM WITH INCHES OF DUST (12), player can get SECRETNOTES.

When player get or used GIVEME(GE) cheat, he will see message: ” SECRET NOTES: HEY EVERYONE. DO NOT TOUCH MY SECRET TOOL IN TROPHY ROOM (29)”

If he come to new location with SECRETNOTES, he can EXAMINE(EE) secret notes and he will see message: “PLAYER: YEAH, NOTES WERE RIGHT!!!

AFTER EXAMINE SECRETNOTES, YOU ARE FIND A HAMMER...MMM I SAW CRUMBLING WALL (24)” (This is start of second mission)

(if player using GIVEME(GE) cheat and GET(GT) HAMMER, he also will see message about location 24)

# Player can EXAMINE(EE) SECRETNOTES only at location 29 and with SECRETNOTES or he will see message I DO NOT HAVE ANY NOTES or I NEED TROPHY ROOM(29)

1. Describe player's second mini mission in 2 sentences. Include location name, location ID and item name.

When player will come with HAMMER to location CRUMBLING WALL (24)” he can inter command BREAK(BK) and will see message: WITH HAMMER YOU BROKE WALL AND MAKE NEW EXIT TO CUPBOARD WITH HANGING COAT (32) and player can go through the wall by type S which will be shown in directions. If player at location 32 and he wants to go back, he needs to use command break again. Command work only with HAMMER and in location 24 or 32. If one of this requirements are not completed; player will see messages:

“-NOTHING TO BREAK!!!LETS GO TO NEAR CRUMBLING WALL (24)” and

“-I NEED SOMETHING TO BREAK IT”

1. Describe player's third mission in 3 sentences. Include location name, location ID and item name. If player come to SHALL DARK ROOM (19) he can GET(GT) BONES. When player got it or used GIVEME(GE) to get it, He will see message: “ -PLAYER THINKING: MAY BE IT IS GHOST'S BONES,I SHOULD BURN IT WITH SALT AND GAS LIKE IN SUPERNATURAL. VERGROWN GARDEN (1) MIGHT BE BETTER PLACE”. Than player needs to search rest two items: SALT(at KITCHEN & GRIMY COOKER (10)) and GAS(ROTTING STONE ARCH (62)) After, He needs to come at VERGROWN GARDEN (1) and inter command BURN(BN), he will see: “CONGRATULATION, THE GHOST WAS GONE AND YOU CAN GO OUT” and congratulation. If player at different location or do not have all items, he will see: “I NEES SOMETHING MORE”.

Finish.