
CODEBREAKERS team presents

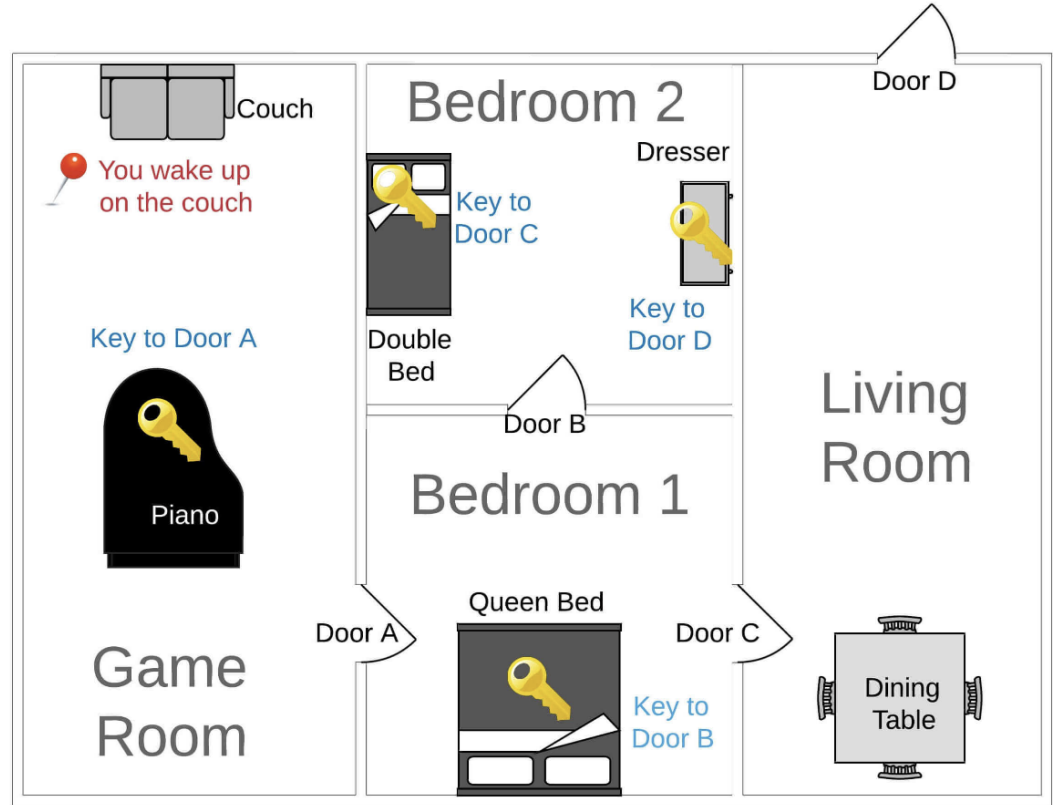
Escape Room QUEST

IRONHACK, Data Analytics Bootcamp

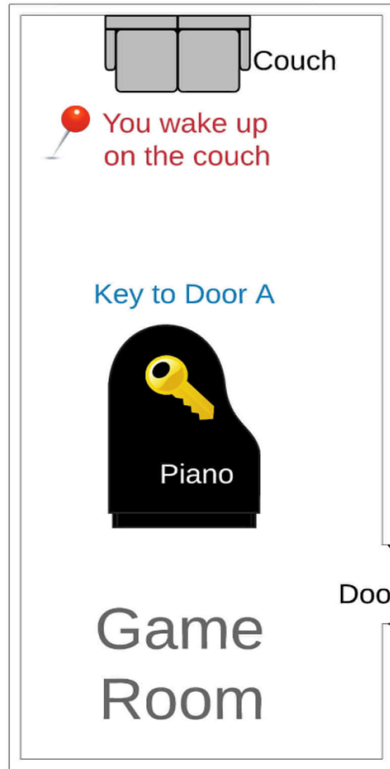
WEEK 1

Quest Brief

- Develop a text-based 'Escape Room' game
- The goal is to escape from the starting room (**Game Room**) to the end (**Outside**).
- Each room presents unique challenges.



How is the game's structure organized?



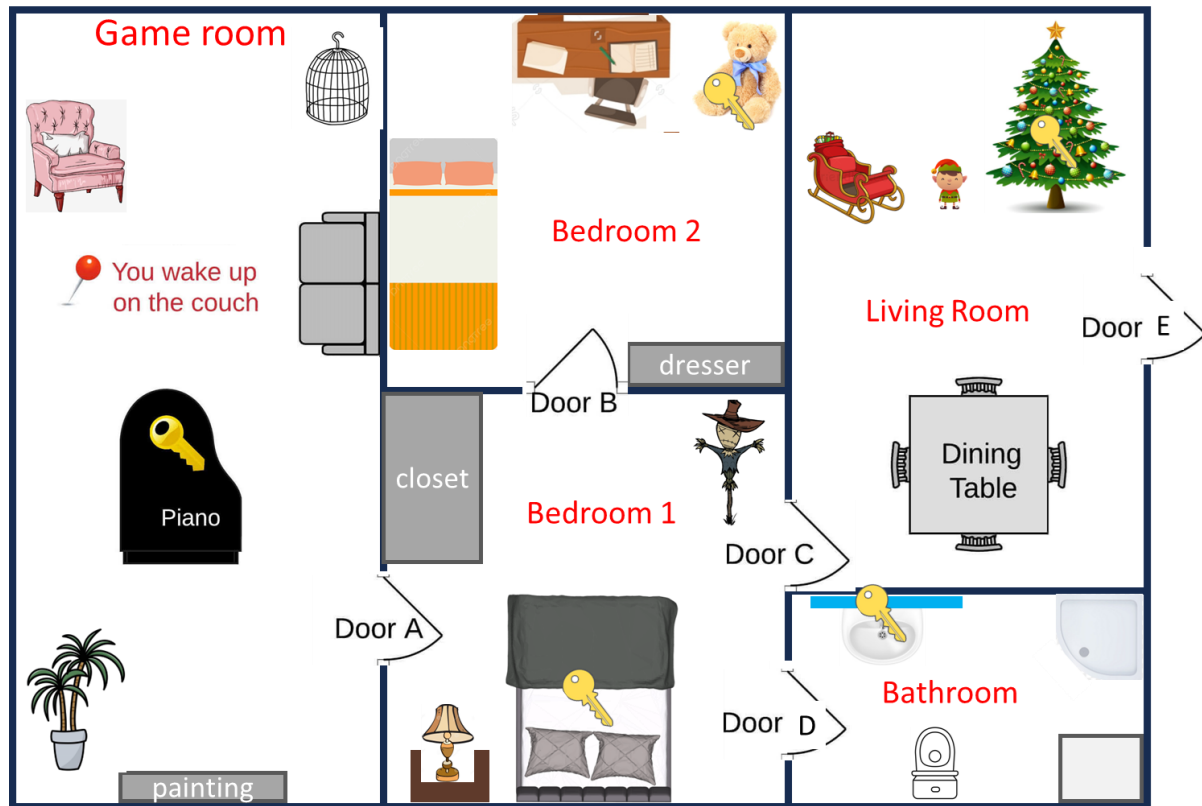
- In the sample code only the game room was defined and was directly connected with the outside.
- The rooms, items and paths are defined using **nested lists and dictionaries**.
- **For** and **if/else functions** are used for control flow and interactions with user.

Which features did you add to the game?

Added rooms:

- Bedroom 1,
 - Bedroom 2,
 - Bathroom,
 - Living Room,
- and new items in them,

Definition of relations
between new objects,
rooms and paths
between them.



Which features did you add to the game?

Simplified the user interaction with the game:

- Made the messages displayed to user more user-friendly,
- To make action user can type corresponding action number (0,1..) instead of words,
- Actions were modified. Instead of *examine* and *explore* user can now:
 - *examine* an object,
 - *solve a puzzle* to get a hint,
 - *go back* to a room that was already visited
- The "Explore" option is no longer needed as the list of objects present in the room is now directly displayed after entering a room.

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What would you like to do?  
'1 - solve puzzle'  
'2 -examine'  
'3 -go back'?  
?
```

Which features did you add to the game?

- „go back” : ‘history’ parameter was added to track the rooms that were visited.
A new go_back() function was defined.
- „solve the puzzle”: function to answer a riddle and get a clue where the key is.

I can fall off a building and live, but put me in water I will die. What am I? paper
Great job !
The key is hidden **under the pillow on Bed.**

- **Include sounds :**
 - when the key is found,
 - after answering a puzzle,
 - when you finish the game.

- Print a christmas tree when it is examined

```

christmas tree
  *
  ***
 *****
 *******
          *
         ***
        *****
       *******
      *
     ***
    *****
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  *
 ***
*****
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```

CODEBREAKERS team

THANK YOU!

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WEEK 1