

Viking mini game project



Team: Abhi, Annie, Debora

We passed all the test!!

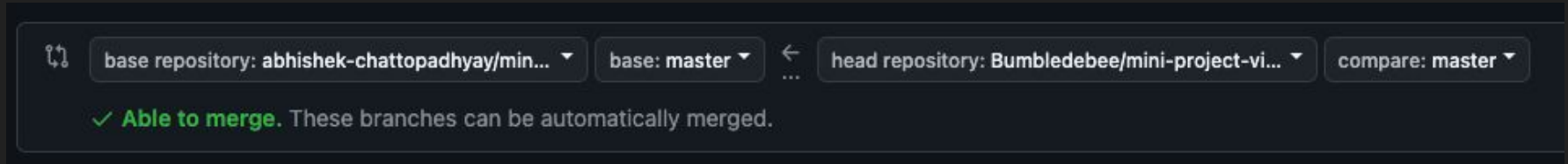
```
PS C:\Users\Arturo\Documents\Annie_DAML_course\Week1\Project\mini-project-vikings-en> py .\4-testsWar.py -v
testSaxonArmy (__main__.TestWar.testSaxonArmy) ... ok
testVikingArmy (__main__.TestWar.testVikingArmy) ... ok
testWarShouldReceiveNoParams (__main__.TestWar.testWarShouldReceiveNoParams) ... ok
testAddSaxon (__main__.TestWar2.testAddSaxon) ... {'vikingArmy': [<vikingsClasses.Viking object at 0x0000020F3DC59E80>], 'saxonArmy': [<vikingsClasses.Saxon object at 0x0000020F3DC59FD0>]}
ok
testAddSaxonReceiveOneParam (__main__.TestWar2.testAddSaxonReceiveOneParam) ... ok
testAddSaxonReturnNone (__main__.TestWar2.testAddSaxonReturnNone) ... ok
testAddSaxonShouldBeFunction (__main__.TestWar2.testAddSaxonShouldBeFunction) ... ok
testAddViking (__main__.TestWar2.testAddViking) ... ok
testAddVikingInList (__main__.TestWar2.testAddVikingInList) ... ok
testAddVikingReturnNull (__main__.TestWar2.testAddVikingReturnNull) ... ok
testAddVikingShouldReceiveOneParam (__main__.TestWar2.testAddVikingShouldReceiveOneParam) ... ok
testReturnOfSaxonAttack (__main__.TestWar2.testReturnOfSaxonAttack) ... ok
testSaxonArmyReturnEmptyList (__main__.TestWar2.testSaxonArmyReturnEmptyList) ... ok
testSaxonAttackIsFunction (__main__.TestWar2.testSaxonAttackIsFunction) ... ok
testSaxonAttackReceiveNoParam (__main__.TestWar2.testSaxonAttackReceiveNoParam) ... ok
testSaxonHealth (__main__.TestWar2.testSaxonHealth) ... ok
testShouldReturnStringSaxonsWon (__main__.TestWar2.testShouldReturnStringSaxonsWon) ... ok
testShouldReturnStringStillFighting (__main__.TestWar2.testShouldReturnStringStillFighting) ... ok
testShouldReturnStringVikingsWon (__main__.TestWar2.testShouldReturnStringVikingsWon) ... ok
testShowStatusReceiveNoParams (__main__.TestWar2.testShowStatusReceiveNoParams) ... ok
testShowStatusShouldIsFunction (__main__.TestWar2.testShowStatusShouldIsFunction) ... ok
testVikingArmyList (__main__.TestWar2.testVikingArmyList) ... ok
testVikingAttack (__main__.TestWar2.testVikingAttack) ... ok
testVikingAttackIsFunction (__main__.TestWar2.testVikingAttackIsFunction) ... ok
testVikingAttackReceiveNoParam (__main__.TestWar2.testVikingAttackReceiveNoParam) ... ok
testVikingHealth (__main__.TestWar2.testVikingHealth) ... ok
```

Ran 26 tests in 0.023s

OK

Collaboration Style (Github)



As Collaborators in different Github Accounts (fork)









As Collaborators in the same project




Click the top settings

 Bumbledebee / mini-project-vikings-en






     

[Code](#) [Pull requests](#) [Actions](#) [Projects](#) [Wiki](#) [Security](#) [Insights](#) [Settings](#)

 **mini-project-vikings-en** Public



[forked from abhishek-chattopadhyay/mini-project-vikings-en](#)

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 mas...  1 Branch  0 Tags   Code

This branch is **1 commit ahead of, 13 commits behind**
abhishek-chattopadhyay/mini-project-vikings-en:master






[Contribute](#) [Sync fork](#)

 **Bumbledebee** [show pull request](#) 307305a · 1 hour ago  10 Commits

| | | |
|-------------------|-------------------------------------|-----------|
| __pycache__ | add saxon and first two war methods | yesterday |
| 1-testsSoldier.py | Soldier class done | yesterday |

About

This is a mini project about vikings and war

-  Readme
-  Activity
-  0 stars
-  0 watching
-  0 forks

Releases

Add your team members

The screenshot shows the GitHub repository settings page for the repository 'mini-project-vikings-en' owned by 'abhishek-chattopadhyay'. The 'Settings' tab is selected in the top navigation bar. The left sidebar contains various settings categories: General, Access (with 'Collaborators' selected), Moderation options, Code and automation (with sub-items like Branches, Tags, Rules, Actions, Webhooks, Environments, Codespaces, and Pages), Security (with sub-items like Code security, Deploy keys, and Secrets and variables), and Integrations (with sub-items like GitHub Apps and Email notifications). The main content area is titled 'Who has access' and shows that the repository is a 'Public repository'. It indicates that '2 users have access to this repository' and provides a link to '2 collaborators'. Below this, the 'Manage access' section is visible, showing a list of collaborators: 'Annie Meneses Gonzalez' (annnieglez) and 'Debora Bimbi' (Bumbledebee), both with 'Collaborator' roles. A search bar is present above the list, and a 'Select all' button is at the top left of the list. A green 'Add people' button is located at the top right of the 'Manage access' section. At the bottom of the page, there are 'Previous' and 'Next' navigation links.

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Search Type to search

<> Code Pull requests Actions Projects Wiki Security Insights Settings

General

Access

Collaborators

Moderation options

Code and automation

Branches

Tags

Rules

Actions

Webhooks

Environments

Codespaces

Pages

Security

Code security

Deploy keys

Secrets and variables

Integrations

GitHub Apps

Email notifications

Who has access

Public repository
This repository is public and visible to anyone

Manage

PUBLIC REPOSITORY
This repository is public and visible to anyone.
[Manage](#)

DIRECT ACCESS
2 users have access to this repository. [2 collaborators](#).

Manage access

Add people

Select all Type

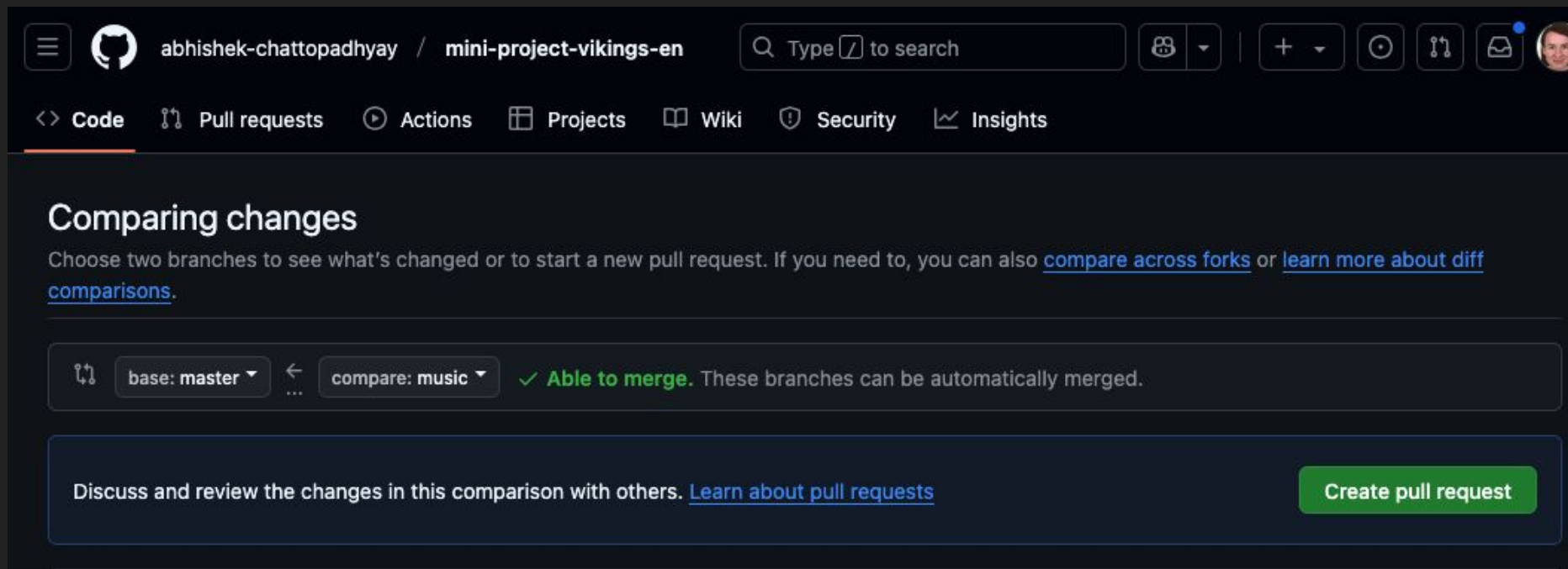
Find a collaborator...

☐ **Annie Meneses Gonzalez**
annnieglez • Collaborator

☐ **Debora Bimbi**
Bumbledebee • Collaborator

< Previous Next >

How pull request looks like



The screenshot shows the GitHub interface for a pull request. At the top, the repository name 'mini-project-vikings-en' and the user 'abhishek-chattopadhyay' are displayed. Below this is a navigation bar with tabs for 'Code', 'Pull requests', 'Actions', 'Projects', 'Wiki', 'Security', and 'Insights'. The 'Pull requests' tab is currently selected. The main heading is 'Comparing changes', followed by a brief explanation of the pull request feature. Below this, there is a comparison bar showing 'base: master' and 'compare: music'. A green checkmark and the text 'Able to merge' indicate that the pull request is ready to be merged. At the bottom, there is a button to 'Create pull request'.

abhishek-chattopadhyay / mini-project-vikings-en

Search Type / to search

<> Code Pull requests Actions Projects Wiki Security Insights

Comparing changes

Choose two branches to see what's changed or to start a new pull request. If you need to, you can also [compare across forks](#) or [learn more about diff comparisons](#).

base: master ← compare: music ✓ **Able to merge.** These branches can be automatically merged.

Discuss and review the changes in this comparison with others. [Learn about pull requests](#)

Create pull request

Game (extra effects)

Text:

- Control text flow and timing on the command line
- Use user input for game play and validate user responses

Picture:

- Show an image with pygame library.
- Show different images based on game outcome

Music:

- Play the whole time while the rest is running sequentially

Learnings

- Threads:
 - How to stop the music thread when the game thread is finished?
 - How to stop the music thread when the game thread throws an error?
- Libraries (`names`, `pygame`, `threading`)
- Once you start you can run into limitations - Error Handling (e.g. playsound library does not have a “stop” method)(Pygame library does not support gif)

Learnings

- Collaborating together we have different Python environments and certain library versions work with our colleagues code

```
pip freeze > requirements.txt —>> adds the environment to the project  
pip install -r requirements.txt —>> the other person installing the  
environment (after pulling the latest github version)
```

- On Zoom click extra box to share sound
- We had a lot of FUN!!

Options

- ☐ Share sound ▼
- ☐ Optimize for video sharing ⓘ