

Team: VH

How to Run Program:

- No arguments needed, just run the file and everything will be fine

Purpose of each file:

- BR.py: Main program that contains the code for the game

Playing the Game:

- When asked for input, the user is expected to type the appropriate response i.e if you want to play easy, you can type 'easy' or 'EASY', or else the program will ask for a valid response.
- When using an item, you can type the full name out as it is displayed in your inventory, or type the number next to it. You can accept to use it or go back all the way to action selection.
- Each turn, the program will print out a table of each player's lives, the items they have, and the number of shells remaining.
- Users can use items which will allow them to keep their current turn, or ask for hints (limit of 3 in easy and hard). Once a user chooses to use the shotgun, they can not go back to select items or ask for hints and must choose to shoot their opponents or themselves.

Attribution

| Function/Method | Primary Author | Techniques Demonstrated |
|---------------------|-----------------------|------------------------------------|
| hint | Brians Parada | Optional Parameters |
| decide_smart_action | Brians Parada | Super() |
| setup_shells | Brians Parada | |
| reload_shotgun | Brians Parada | |
| get_next_shell | Brians Parada | |
| write_stats | Vinnie Du | With statements |
| update_stats | Vinnie Du | Sorted key function lambda |
| medicore_action | Carlos Solano Arriaga | Inheritance |
| player_action | Carlos Solano Arriaga | Composition |
| create_player | Brian Nguyen | |
| start_game | Brian Nguyen | |
| generate_loot_box | Brians Parada | Conditional Expressions |
| switch_turn | Brian Nguyen | |
| check_game_status | Brian Nguyen | |
| get_opponent | Brian Nguyen | |
| handle_shoot | Brian Nguyen | |
| determine_winner | Brian Nguyen | comprehension |
| display_winner | Brian Nguyen | |
| display_table | Brian Nguyen | F-strings containing expression |
| format_items | Brian Nguyen | |
| is_alive | Brian Nguyen | |
| use_item | Brian Nguyen | |

| | | |
|-----------|--------------|--|
| lose_life | Brian Nguyen | |
|-----------|--------------|--|

Bibliography

<https://stackoverflow.com/questions/47860769/python-dynamic-game-board>

- This stack overflow discussion provides solutions for creating a dynamic game board in Python with customizable dimensions. This post helped me create the `display_table` function in the project. The implementation of dynamic rows and columns, along with formatted information inside the table was adapted to fit the game.

<https://stackoverflow.com/questions/82831/how-do-i-check-whether-a-file-exists-without-exceptions>

- This discussion helped provide a quick way to check whether a file exists in the current directory otherwise it would create a file with the player's name.txt.

https://store.steampowered.com/app/2835570/Buckshot_Roulette/

- Inspired the program. We pretty much transferred the rules of the game and items and programmed it in python with some more addons to help the player out.