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.