Adventure Game Engine

Our project is an adventure story game. The player navigates through a story by making choices at certain points, which can change the outcome of the story.

What Each File Is For

1. **Adventure.py**: This is the python program that functions as the heart of our project! It contains the main classes and functions that make our game run.
2. **story1.json**: This is our json file which contains the narrative of the game. It's loaded in **Adventure.py** to provide the content for your adventure.
3. **README.pdf**: That's this file! It provides a guide to our project and instructions on how to play the game.

Running the Game

Open up your terminal or command line.

To run our game, type this: python Adventure.py story1.json

The format of our command line argument is "python_python file_file story." Use python3 if you are running this on Mac.

Playing our adventure game!

After you start the game you'll be asked to enter your name and see the story start to appear. As the story goes on, you'll have to make choices in order to stay alive. What you choose changes where the story goes, so choose wisely! The game ends when the story reaches an ending point. You are then shown a bar chart that represents the number of times each choice is made in the story defined in the "story1.json" file. You can replay the game as many times as you want.

Attribution

Method/function	Primary author	Techniques demonstrated
Player.__init__	Jacob Edelin	Class initialization
Player.add_item	Conrad(CJ) Dzikunu	List manipulation
Player.display_inventory	Michelle Cantarero	f-strings
Player.is_alive	Michelle Cantarero	Conditional expressions
Player.__add__	Michelle Cantarero	Magic methods
Player.__sub__	Michelle Cantarero	Magic methods
Story.__init__	Trisha Duque	Class initialization
Story.display_story	Trisha Duque	Method return
Story.get_choices	Trisha Duque	Method return
Story.get_items	Jacob Edelin	Method return

Story.update_story	Trisha Duque	String manipulation
Game.__init__	Conrad(CJ) Dzikunu	File handling, JSON parsing
Game.load_frequency	Uchenna Ekwunife	Pandas, pyplot, seaborn
Game.play	Uchenna Ekwunife	Composition
main	Jacob Edelin	ArgumentParser class