**Data Dictionary**

|  |  |  |  |
| --- | --- | --- | --- |
| Name of Variable | Data Type | Example | Used for |
| FPS | integer | 60 | Shows how clock ticks per second |
| Screen size | integer | 1280,720 | The size of the screen |
| Screen | integer | Pygame function.screen size | Tells pygame how big the screen is |
| Black | integer | 0, 0, 0 | The colour black in RGB |
| Trapped chance | integer | 0.004 | The chance for a player to get trapped |
| Trapped | Boolean | False | Is the player trapped or not |
| Stuck in trap | integer | 30 | Is the player in the trap |
| Remove trap | integer | 4 | Remove the trap to let the player continue the game |
| Run | Boolean | True | To start the main loop |
| Current room | string | “main” | This keeps track of what room the player is in |
| Death counter | integer | 5 | How many times has the player died |
| Self.BG | string | “Images/startroom.png” | This loads the background image |
| Self.doors | array | “Images/startroom.png” | This is how many doors are in the room |
| Self.music | string | “Sounds/start\_music.mp4” | This is the music for the room |
| Self.speech | string | “Sounds/start\_music.mp4” | This is the speech for the room |
| Self.img | string | “Images/startroom.png” | This loads the image of the door |
| Self.rect | string | “Images/startroom.png”. pygame function | This is the images coordinates |
| Self.destination | string | “park” | This is the destination of the door |
| Self.clicked | Boolean | False | To check if the mouse have been clicked or not |
| Self.new\_x | integer | 200 | This is to increase the size of the image in the x- direction |
| Self.new\_y | integer | 100 | This is to increase the size of the image in the y-direction |
| Self.old\_x | integer | 150 | This is the original size of the door in the x-direction |
| Self.old\_y | integer | 70 | This is the original size of the door in the y-direction |
| Self.rect.topleft | integer | 500, 300 | This top left coordinates of the image |
| Self.x | integer | 500 | This where on the screen the image should be placed in the x-direction |
| Self.y | integer | 300 | This where on the screen the image should be placed in the y-direction |
| Ambience chance | integer | 0.008 | The chance for louder ambient sound to play |
| Font | String/integer | “Times new roman”, 80 | The size and font of label text |
| Font2 | String/integer | “Times new roman”, 80 | The size and font of label text |
| Open Tutorial | integer | 0 | A number allowing the player to open the tutorial video or not |
| White | integer | 255, 255, 255 | The colour white in RGB |
| Ambience chance2 | integer | 0.006 | The chance for louder ambient sound to play |
| Text1 | String/integer | “Good job you died” 5 “times” | This is to display the death counter and other text to the screen |
| Text2 | String/integer | “Good job you died” 5 “times” | This is to display the death counter and other text to the screen |
| Text3 | String/integer | “Good job you died” 5 “times” | This is to display the death counter and other text to the screen |
| Text4 | String/integer | “Good job you died” 5 “times” | This is to display the death counter and other text to the screen |
| Clock | integer | Pygame.time.clock() | This is the pygame clock class use to control the frame rate |