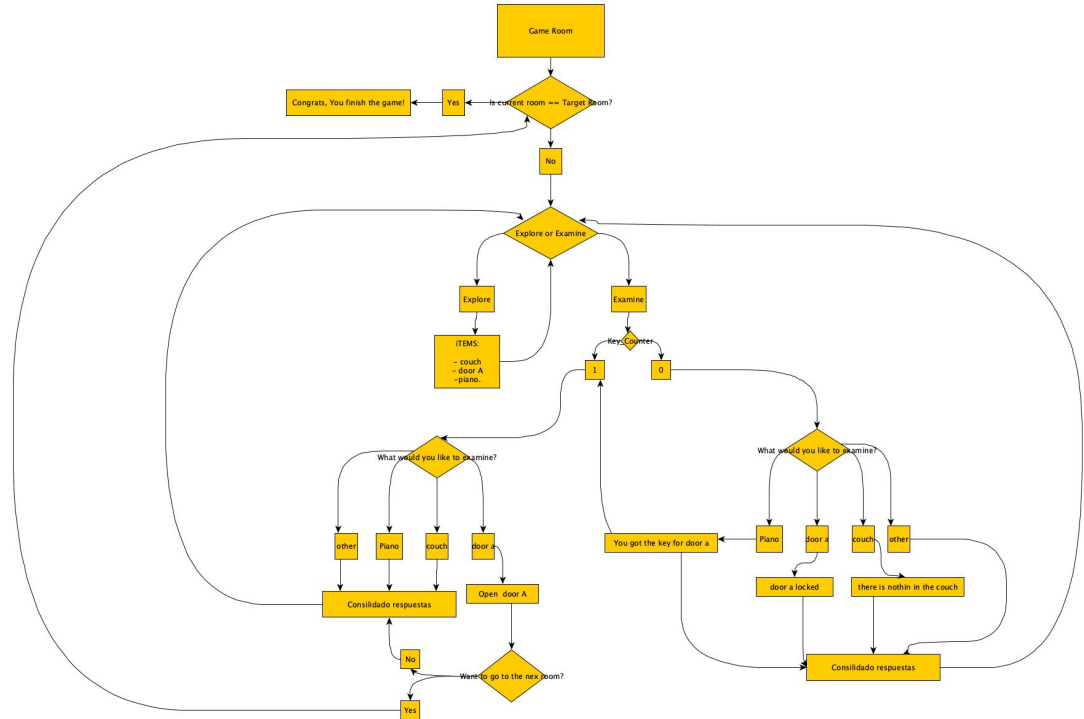
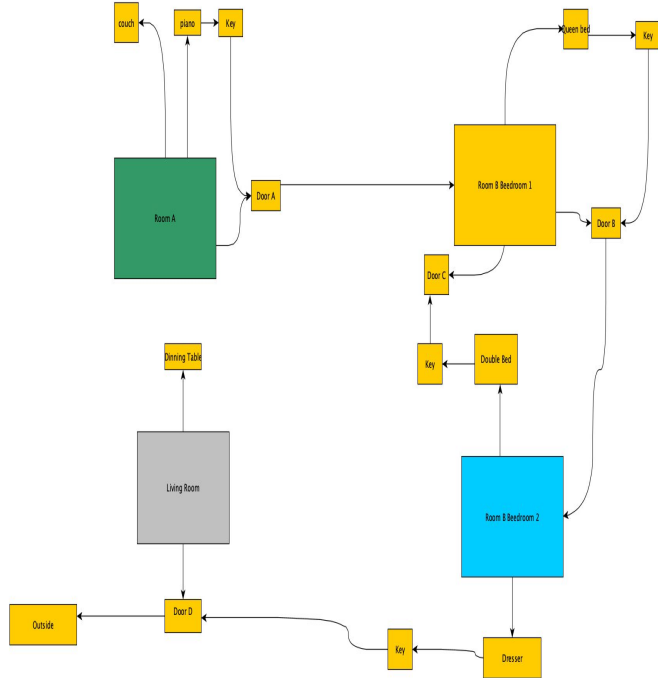




Quest 1: Escape Room

Albert | Xavier | Adolfo

Project Overview





Project Overview

1. How is the game's structure organized?

- Variables definitions + Variables Relation
- Game structure
- Function to start playing

2. Which functions do you have and how are they imported?

- `def linebreak ():` Prints two new lines and it is imported within `play_room` function as it's last step.
- `def start_game ():`
 - `play_room()`
- `def play_room (room):`
 - `explore_room()`
 - `playroom()`
 - `examine_item()`
 - `linebreak()`
- `def explore_room (room):`
- `def get_next_room_of_door ():`
- `def examine_item (item_name):`
 - `get_next_room_of_door()`
 - `play_room()`

3. Which features did you add to the game?

- Modification of the continuous print of `print("You are now in " + room["name"])` when exploring or examining
- Added Bold text and text animation to the important printed strings.
- Added a secret master key that can open all doors.
- Sound Effects (Wake up sound +Door opening + Piano game)



Technical Challenge

1. **What was the most important technical challenge you faced?**
 - a. Understanding where to put our improvement code so it doesn't break the game
 - i. ex: To play the piano, had to make sure when it happens, that the conditions are correct, and when it exits it doesn't break any other function
2. **How did you overcome that challenge?**
 - a. Read the code line by line, and understanding what happens, when it happens, and the conditions for it



Big Mistake:

1. What was the biggest mistake you made during this project?

- Attempted to associate the Master Key with all doors individually, rather than implementing two separate loops to verify its possession.

2. What did you learn from it?

- Improved my ability to use loops and ifs

```
master_key = {  
    "name": "master key",  
    "type": "key",  
    "target": ["door_a", "door_b", "door_c", "door_d"],  
}
```

```
master_key = {  
    "name": "master key",  
    "type": "key",  
    "target": "all",  
}
```

```
# Check if player has the master key  
for key in game_state["keys_collected"]:  
    if key["target"] == "all":  
        master_key_found = True  
        break  
# If master key is found, unlock the door  
if master_key_found:  
    output += "The master key opens the door."  
    next_room = get_next_room_of_door(item, current_room)  
else:  
    # Otherwise, check for specific key for the door  
    for key in game_state["keys_collected"]:  
        if key["target"] == item:  
            have_key = True  
    if have_key:  
        output += "You unlock it with a key you have."  
        next_room = get_next_room_of_door(item, current_room)  
    else:  
        output += "It is locked but you don't have the key."
```

Demo:



DEMO: Hipervincular link.

C:\Users\xavie\Downloads\quest_v9 - final build.py



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Thank you!