

Project Description

This is a text-based horror survival game. For the plot, we plan to draw inspiration from the Saw movies. All players will awake in a room and must compete for their survival, overcoming monsters, challenges, and each other; the surviving player wins the game. We settled on this topic because we believe that since there is plenty of potential within such a game, we will be able to meet all project requirements. There is also room for us to tweak our concept if and when needed, providing us with plenty of flexibility. In addition, based on our time constraints, the game can be as simple or complex as we wish (in accordance with the project guidelines).

We are separating the game into 2 levels. Level 1 is where human object & computer object fight against each other and if the human object beats the computer object, then it advances to the second level.

Documentation

1. Explanation of files:

We have a 'saw0_l1_story.txt' file and a 'saw0_l2_story.txt' file, which both contain narrations that are part of our text-based horror game. We open these files in our main 'final_project_check_in.py' file, in the run() method.

2. How to run the program from the command line:

If macOS: 'python3 final_project_check_in.py --player=[user's choice of name] --computer=[user's choice of name]'

Example: 'python3 final_project_check_in.py --player=tim --computer=rob'

3. How to use your program and interpret the output of the program

After running the program, the user will be given clear instructions by the game.

Attribution Chart

Method/function	Primary author	Techniques demonstrated
HumanPlayer() ComputerPlayer()	Tiara	2 custom classes
weapon()	Tiara	sequence unpacking
ComputerPlayer.__init__	Tiara	super()
parse_args	Nithya	ArgumentParser class
level_2()	Laraib	conditional expression
__str__()	Eliana	Magic method
__init__()	Eliana	Keyword argument
handle_move()	Nithya	F string containing expressions
with (open)	Laraib	with statements