



MORE

Matthew

Olga

Racheal

Ettore

**DATA ANALYTICS | FULL-TIME BOOTCAMP |
ESCAPE GAME QUEST (JAN 2024)**

CONTENTS



- **Project Overview (1-2 slides)**

- How is the game's structure organized?
- Which functions do you have and how are they imported?
- Which features did you add to the game?

- **Technical Challenge (1-2 slides)**

- What was the most important technical challenge you faced?
- How did you overcome that challenge?

- **Big Mistake (1-2 slides)**

- What was the biggest mistake you made during this project?
- What did you learn from it?

- **Demo Slide (1 slide)**

PROJECT OVERVIEW - 1/3



How is the game's structure organized?

- **Rooms and Items**
 - game_room, bedroom1, bedroom2, living_room, and outside
- **Object Relations**
 - object_relations_game_room, object_relations_b1, object_relations_b2, object_relations_lr
- **Game State**
 - current state of the game, including the current room, keys collected, and the target room for escape
- **Functions**
 - start game, play rooms, linebreak
- **Room Transition Logic**
 - the game logic is structured around room-specific functions, examining items, and transitioning between rooms based on user actions

PROJECT OVERVIEW - 2/3



Which functions do you have and how are they imported?

No external modules are imported in the code. All functions are defined within the script

Once we had built the minimum viable product (a working game), we had run out time

Which function(s) did you try to import?

Image (pillow/import pil)

PROJECT OVERVIEW - 3/3



Which features did you add to the game?

- removed case-sensitivity of user input for improved usability for 'explore' and 'examine' actions

Which features did you attempt to add to the game?

- discussed: import image (pillow / import pil) depicting map of house each time user chooses to 'explore'
- enable user to go backwards in game
- bold and coloured text to highlight certain responses and improve user experience

TECHNICAL CHALLENGE



- time-consuming nature of testing
 - having to continuously replay the game to assure quality of code
- having multiple stakeholders collaborating in a coding environment

BIG MISTAKE



Mistake: last-minute tweaking of code in shared file led to game functionality becoming confused at the eleventh hour; lost time having to work back through the code line by line

Learn: tweak and test 'locally' before importing changes to master code

DEMO



The fun begins here



THANKS !