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Computing Fundamentals for Engineers

2/18/2025

Iteration #02: Project Kickoff

Objectives

Ronan – Learning objectives:

1. Expand Python knowledge in general
2. Learn new Python built-in functions
3. Learn new Python syntax and coding strategies
4. Learn how to use GitHub properly
5. Communicate with team (Evan) well

Evan – Learning objectives:

1. Expand Python knowledge (specifically graphs)
2. Learn how to use git hub for collaborative coding
3. Learn how to use Python's built in functions for arrays

Project Scope/Objectives:

1. Create an interactive text-based survival game
2. Create an interactive inventory to display what items you have
3. Create a world/map using graphs that the player can travel between
4. Create areas in the world with different interactions possible such as looking for items, hunting, ect.

Technologies and Tools

- The tools that we will use are:
 1. Spyder (Python compiler)
 2. GitHub
 3. GitHub Repositories:
 - a. <https://github.com/RG2381/python-collaboration.git>
 - b. <https://github.com/EvanQueeney/python-collaboration.git>

Project Timeline

1. Design a simple text-based menu for choosing what actions to perform in a specific area (access inventory, travel in a direction, look around, ect.) (Both, Due: March 12th)
2. Design a simple inventory system (Ronan, Due: March 19th)
3. Design a graph-based map (Evan, Due: March 19th)
4. Design a stamina/energy system (Evan, Due: March 26th)
5. Design an ending (Both, Due: March 26th)
6. Design more interactions for each area (Both, April 2nd)