Documentation Template

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| --- |
| ***You MUST provide evidence showing how the problem has been decomposed, how the components have been developed and trialled, and of how they have been assembled and tested to create a final, working outcome.*** |

### <https://github.com/GeoneShyjna/Part1/blob/main/JungleMaze.py>

### Brief

*Describe your game/quiz.*

This game is about escaping a jungle maze which was created by a robot called bot. This maze have different door in each level that you have to choose from, and it also have puzzles to do. This is simple and easy game to do. My game might show you some useful information. There are total of six level; the last level is a gate which you need a code for. You can get the code from level 3 and level 4. They will get the code if they get the answer right for those levels. This shows me that they read through my instructions and the questions. Once they get the code they move into level 5 which is choosing a door to the gate. In this level the bot will try to lure them into a wrong door. This shows me that they are not reading the question and the answers right, because if they do they will know which one is right. The level’s above 5 will be erased so they cannot go back to level 3 or 4 to seek the code. If the type in the right code they will get out and that will be the end of the game, but if they don’t they will be trapped in that level; a small gift from the bot for not reading things properly. If they want to escape that loop they have to restart the game from the beginning and make sure they don’t make the same mistake again this time. Like I said my game is simple and easy to play if you read through them.

<https://trello.com/c/K3jHWEjE/3-%E2%9C%8B%F0%9F%8F%BF-move-anything-that-is-actually-started-here>

### Outline / Decomposition

*Please write down your task decomposition here (a numbered list is a good idea)*

* *Making the game more fun to play*
* *Adding little bit more questions*
* *Adding few functions*
* *Making everything look clean*
* *Checking spelling*
* *Checking for errors*
* *Checking loops*

### Flowchart

### 

### Version Log

*Your version log should go here. Annotated screenshots are a good idea at this point*

A screenshot of a computer

Description automatically generatedA screenshot of a computer

Description automatically generated with medium confidence

### Component Testing

*Show that you have tested each component here. You should have a test plan and then screenshot proof for each component. You should also include notes that justify the major decisions you made.*

*C1- Welcome Message*

Text

Description automatically generatedText

Description automatically generated

*Function dead message-*

### Text Description automatically generated

Text

Description automatically generated

Frist Door maze question-

### Text Description automatically generated

Text

Description automatically generated

Second Door maze question-

Text

Description automatically generated

Text

Description automatically generated

Third Puzzle-

Text

Description automatically generated

A screenshot of a computer

Description automatically generated with medium confidence

### Fourth Puzzle-

Text

Description automatically generated

Text

Description automatically generated

Fifth Door Maze Question-

A picture containing text

Description automatically generated

Text

Description automatically generated

Last gate-

Text

Description automatically generated

Text

Description automatically generated

### Assembled Outcome Testing

*Please show testing for your assembled outcome below. This should include a test plan followed by screenshot proof*

**

### **Usability Testing (REPEATABLE)**

Feedback 1 Gaindhu: Make it more interesting, the game look so dead

Feedback 2 Karl: Add function, the code looks so long.

### **Post Usability Test (REPEATABLE)**

*Show that your post usability testing program works correctly*

Feedback 1 Gaindhu:

Used to look like this: Text

Description automatically generated

Works like this:

Text

Description automatically generated

Now I changed it:

Text

Description automatically generated

And it works like this:

Text

Description automatically generated

Feedback 2 Karl:

Used to look like this: They just print the output, and they just repeat it if they get something wrong or type something else.

Text

Description automatically generated

It worked like this:

Graphical user interface, text

Description automatically generated

And if they type something else: And they just repeat the question

Text

Description automatically generated

Now I added two functions: The code for itText

Description automatically generated

And how they are placed: Text

Description automatically generated

And how they work when they play: That’s when you die

Text

Description automatically generated

And this is when they type something else: And they just repeat the question like the old one.

Text

Description automatically generated

So the feedback I got was really useful, I got 3 feedback but I only 2 because the third will take the user time. The feedback was adding more questions. It will be fun but I like my game when its quick and simple, that how I wanted by game. The first feedback helped me the most because I only think saw it from my perspective, I didn’t know how the users will feel. So first feedback helped by showing me what they will see from their perspective. The second feedback showed me the easy way to shorter my code. It began useful in some area but in other areas I had to type it in.

### 

Versions

### V1: Adding actual questions to the game

Text

Description automatically generatedThe game didn’t have any question later, it used be like this.

And the rest of the question was like this. Then I changed it to like this.

Text

Description automatically generated

And the other level had questions in them.

V2: Changing the structure of the game

Before I did anything the game was just choosing door to escape, even I got bored playing it. So all I did is add a bot. The bot helps you not to feel alone playing the game. Its like your friend, with funny jokes and tricks you.

Text

Description automatically generated

Text

Description automatically generated

And the bot comments in your mistakes. All the letter in the capital are the bot speaking.

Text

Description automatically generated

Playing games with no purpose is boring. So I said that the bot created this maze for them, and nobody defeated it before. This give them the excitement to do it and finish it.

### Social and End User Considerations…

**Who are your target audience / users?**

*Parents, teenagers and teachers*

**Why did you need to ensure that your task was suitable for your chosen audience?**

*This game should be easy to play, some users might find this helpful.*

**How did you ensure that your task was suitable for your chosen audience?**

*I ensured that my question was suitable for my user, and I checked if they were inappropriate for anyone.*

**Why do we honor copyright?**

*We should ask people’s permission to copy anything from them. And it’s one of the human rights.*

**How have you honored copyright?**

*I didn’t copy any questions, if I did I changed the questions around, and I added small changes.*

**Why do you need to make your quiz easy to use?**

*So, anyone can try my game*

**How did you make your quiz easy to use?**

*Everything is spaced out, nothing is crowed in my quiz and its easy to read*