**Milestone 1 Part 2 – Structuring Your Game**

By now, you should have your narrative planned out. You should have a solid idea of what will happen in each of your story’s sections, the actions the player can take, and the progression your character must make.

Now, you’ll come up with an outline for how your game will be structured in code. As I said before, your game will be one program, broken out into multiple files. These files will be able to interact with each other in order to run the full game.

**The Basics:**

When we’re coding a larger program, we want to break it into pieces to be more organized. We’ll also be able to reuse as much code as possible, cutting down on development and debugging time.

You’ll have two different kinds of files: modules and classes. We’ll discuss these in more detail in class soon.

**Outlining your structure:**

For this milestone, you will submit your finalized narrative outline and multiple .py files, each representing a piece of your game.

You’ll need at least the following. All should be .py files with appropriate names (these file names **cannot** include spaces):

* 1 main file that will control the whole game.
* 1 file for each section of your narrative. If you are implementing all 5 sections, you should submit 5 files.
* 1 file representing the main character.

Each of these files needs:

* Proper header comments with the name of the file, your name, the date, and a

**Final turn-in:**

**Part 1** **– Finished narrative outline (.docx)**

**Part 2 – All the .py files that will be present in your final game**