Write Your Own Adventure Game

# Intent

This and all attendant documents are primarily intended for fun. They are designed in such a way as to be broken down into a number of weeks so as to be easily run as a coding club in a school or similar situation. This is not the only way they could be used and there is no hard and fast need to stick to the weeks. Copyright and all other rights remain with the author, this document may not be distributed, used or re-purposed in any way other than by express permission of the author.

The intent is not to teach people how to program; by the end the programmers may well be able to program, but that is a by-product. The intent is also not to teach good programming practice; by the end the programmers may well have identified some good practice, but they may well pick up some of the bad habits, shortcuts, and non-pythonic ways of doing things that the author has developed over 30+ years of programming. The intent – and this really cannot be repeated enough – **is to have fun**!

# System Requirements

This experience is designed to require minimal software requirements and to be as system-agnostic as possible.

Therefore, the minimum requirement is to have a working copy of Python 3 installed. The exemplar software is developed and tested on version 3.7.1. This is available on Mac, Windows and Linux. The software will also work, with minor amendments, using an online system such as repl.it which currently uses Python 3.7.4.

An IDE is needed if using a system other than repl.it. The author uses a range of IDEs and recommends programmers find one that suits them. Print screens will be provided in IDLE on a Mac. This is **not** the author’s recommended IDE but a base-case which should be available to all.

An Internet connection is a good idea. As this workbook progresses, students may find themselves making minor mistakes which can have large ramifications. It is always a good idea to work through these problems, debug the code, and fix it yourself. However, in the interest of this being a **fun** project, it is possible at the start of each ‘week’ to start with a fresh set of code as if you had completed up to the end of the previous week perfectly. This will be made available online. Note though, it is always always always recommended to modify, fiddle with, dare we say it ‘hack’ the code to make it your own. Particularly if you are developing your own adventure. In this situation if you revert to the author’s clean code you will lose all you own modifications!