Py Game Report.

For my text adventure game, I studied the python language (week 1-10) and essential game design mechanisms,

I then browsed the web for research and ideas an purchased a book called “Make Your Own Python Text Adventure” – A Guide to Learning Programming, Philip Johnson, Apress publication ©

Which included a guided tutorial and src folder of assets to build a text adventure game in python.

It implemented essential project requirements such as, tracking the players inventory, world – maptile, oop concept- the use of classes, navigation and game logic. It has the go direction north, south, east west and the program includes players, enemies and interactive objects.

Code is commented, user input is implemented use of object oriented features, functions and error handling implemented.

Game is built using python programming language and reflects essential language and coding skills required for a text game adventure.

I did not include a story characters, or narration to the submitted game code, was hoping to write or modify to the style of Zork. As included in the notes folder.