NIGHTMARE LOCKDOWN

Escape Game

By:

Aisyah Amatul Ghina

Amir Abdul

Joel Ketu

Johana Rivas

Project Overview

The Nightmare Lockdown game is designed to challenge the player's problem-solving and decision-making skills. It is set in a mysterious, windowless house, where the player must navigate through a series of interconnected rooms by finding keys and solving puzzles to escape the house.

- The game flow is structured around a series of interconnected **rooms** (Game Room, Bedroom 1, Bedroom 2, Living Room).
- Players navigate these rooms by **exploring** and **examining** different **items**, and using **keys** to unlock different **doors**.
- **Game state** is maintained through dictionaries for **current room status** and **keys collected**.
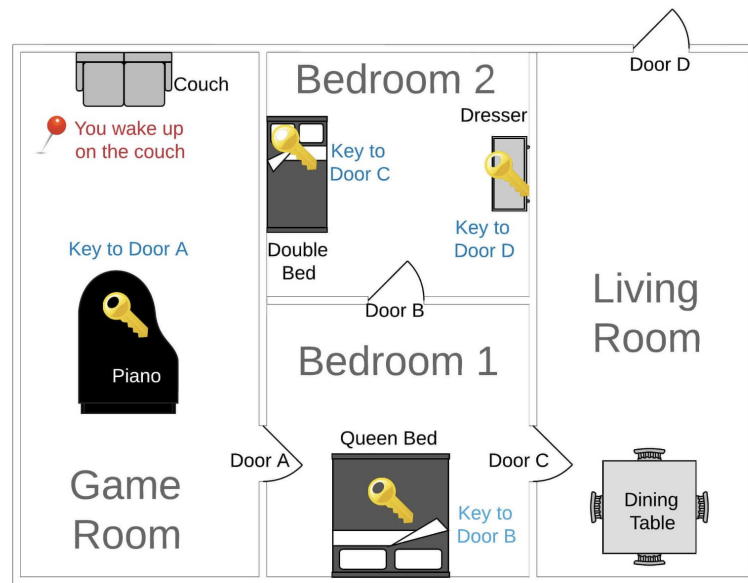
Project Overview

There are **five main user-defined** functions to run the game:

f(x)

- start_game()
  - play_room(room)
    - explore_room(room)
    - examine_item(item_name)
      - get_to_next_room_of_door(door, current_room)

Features added to the game are:

- Extend dictionaries by defining more rooms and items
- Extend dictionaries of object relations
- Add string method .lower() on user input
- Add narration of the game according to our project's name

Technical challenge

- Translating the game narrative from the quest brief into the game structure
- Understanding how the function works on the sample_code.ipynb
- Facing some errors when extending the dictionaries

Overcoming the challenge
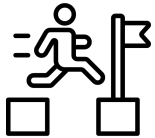
- Go through and execute each line of code within the functions to grasp the purpose of each line
- Add room and item dictionaries gradually to minimize confusion and help identify any mistakes

Big mistake

"FAILING TO PLAN IS PLANNING TO FAIL"

Attempted to write the code without thoroughly planning the game structure, data structure, and the relationships between items and rooms.

Lessons learned

- The importance of proper planning before jumping into coding. Mapping out the **game's structure**, **data structure**, and **item relationships** beforehand is **crucial** to avoiding confusion and preventing errors.
- The importance of **iterative testing** and **refining the code gradually**

DEMO

THANK YOU!

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Aisyah Amatul Ghina | **Amir Abdul** | **Joel Ketu** | **Johana Rivas**