

Technical

1. You are a new developer joining a software project. What kind of information would be useful to get introduced to the project?

The game was intended to one day become an open-world game with magic, powers, and many adventures that all connect to the main character and the twin sibling. This is a game that wants to change the gaming world little by little. This code is hosted in the popular pick for others to host their game on Github. Currently, we do not have an external service, but if we end up needing one, you will be informed immediately. You can always add to the project as long as it adds to the story and the flow is still good. You can start the game as soon as you get the code. It should be straightforward from there. You can call it to execute by the name of each statement.

2. You are an administrator who needs to maintain a software product. What kind of information would be useful (e.g., in case of errors, etc.)?

This project uses Python as the primary language. When coding, we use many loops and strings, naming them should be short but easy to read and understand what it is intended for. This is based on chapters or levels that flow into a story at the end and each level has a feature that loops back to the beginning of the chapter or the previous one. The game should be easy to read and have basic code that anyone can debug and figure out what's going on.

