**Team Script:**

Images-

We have embedded image processing which will take an image file, resize it, convert it into black and white and then put that into a grid and then depending on the black to white ratio within the grid it will select a random character from a list with similar black to white ratios. Then print the converted image to the screen.

Audio-

We have implemented audio files with will play audio dependant on the proximity to Hannibal, our escaped inmate.

Combat-

A combat system allows the user to interact with Hannibal and dependent on the outcome of this, one potential end game is decided. The combat is also dependant on what is in the player’s inventory, for example, if the player has a knife in his inventory, they can use this in combat as a weapon.

Strategy driven-

Within the game you have to think about every action. For example, if you want to find the knife, you have to think carefully about what rooms to search in, as one wrong move means that Hannibal has two extra moves to find you.

Multiple endings-

This brings us onto our final big feature, which is multiple endings. Within the game there are two endings, the user can decide to go after one ending or the other. Two endings- escape or live with multiple ways to achieve both.

Third party language-

So now onto third party libraries, Pillow is an image library which offers simple implementation into the code, and allows us to use vector images in our game.

Audio is used in our game, it’s multiplatform and easy to use to play and stop audio. For audio we attempted to use win sound although we found this was not multiplatform and therefore we moved onto using Simple Audio.

(weight on inventory?)

Now onto a demonstration of our game.

Any questions?