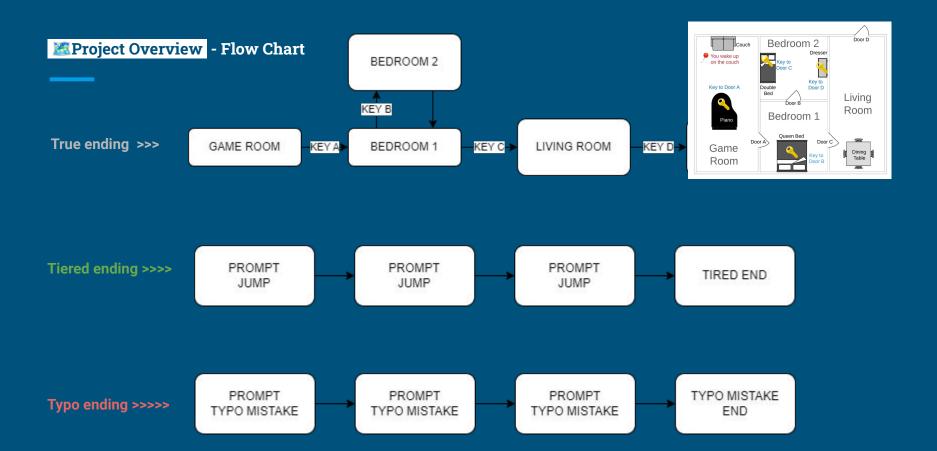
## Maria Kilibarda Joan Masip

3 (possible) ENDINGS OF ESCAPE ROOM 🔑 Quest 1 - DA



## Technical Challenge

- >>> How to approach to the concept that we agreed that we were going to follow
- >>> 🤔 What type of ending game we want
- >>> How to incorporate another action (jump), and how to categorize it { dictionary itself, object relation value(room/door), new action inside current function...etc)
- >>> ADVANCED APPROACH If a user makes 3 consecutive typo mistakes, the game should end and offer the restart of game

```
outside = {
  "name": "outside",
tired = {
   "name" = "tired",
   "type" = "door",
all rooms = [game room, bedroom 1, bedroom 2, living room, outside]
all_doors = [door_a, door_b, door_c, door_d, tired]
# define which items/rooms are related
object_relations = {
    "game room": [couch, piano, door_a, tired],
   "bedroom 1" : [queen_bed, door_a, door_b, door_c, tired],
   "bedroom 2": [double_bed, dresser, door_b, tired],
   "living room" : [dining_table, door_c, door_d, tired],
   "outside": [door d],
   "piano": [key_a],
   "queen bed" : [key_b],
   "double bed": [key c],
   "dresser": [fancy_dress],
   "dining table": [key_d],
   "door a": [game room, bedroom 1],
   "door b": [bedroom 1, bedroom 2],
   "door c" : [bedroom_1, living_room],
   "door d" : [living room, outside].
    "tired" : [game room, bedroom 1, bedroom 2, living room]
# define game state. Do not directly change this dict.
# Instead, when a new game starts, make a copy of this
# dict and use the copy to store gameplay state. This
```

>>> CHALLENGING
\*wrong aproach



>>> Print function that is triggering the end of game



## Demo, but without link >>> the analog method

C:\Users\\*\*\*\*\Desktop\IronHack\Week

Team 2 -Joan Masip, Maria Kilibarda - Quest 1 - Data Analysis Bootcamp

## Thank You For Your Attention!

