

The background features several abstract geometric shapes. In the top left, there is a thin, curved line. In the top right, there is a large, dark gray circle. In the bottom left, there is a large, dark gray circle. In the bottom right, there is a thin, curved line. The text is centered in the middle of the image.

PYTHON ESCAPE GAME

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PROJECT OVERVIEW

- The game code is ordered:-
- by first listing the definitions of all the items;
- then defining the items relationships to each other;
- finally the code that defines the game mechanics and functions.

TECHNICAL CHALLENGES

- **1st challenge:** Cleaning and organising the code
 - 💪 **solution:** we cleansed the code and put it into organised blocks to make it more readable and remove the errors
- **2nd challenge:** implementing the “import” function in python with the escape room game.
 - 💪 **solution:** Understand and fix the error codes encountered which we'll further explore in the next slide ...BIG MISTAKE

BIG MISTAKE

 Our BIGGEST mistake...

Was removing the functions and definitions from the code and splitting these into 2 separate modules.

- Functions and definitions were saved into 2 separate python module files
- Imported these two modules into the code
- Kept running into the game state error

 **How we overcame it:**

- recognizing that the code functions are not robust enough to support the split modules and that this split was not a necessary step to fulfil the task
- combining the 2 modules into 1 Python module file
- importing the 1 module

DEMO SLIDE

Let's

GO!

PLAY



The image features a light gray background with abstract geometric shapes in the corners. In the top-left, there is a thin, dark gray curved line. In the top-right, there is a large, solid dark gray circle. In the bottom-left, there is a large, solid dark gray circle. In the bottom-right, there is a thin, dark gray curved line.

**THANK
YOU**