THE ZOMBIE VARIANT

By John, Jordan, Lorell and Thomas (aka Team-Supreme)

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“When there is no more room in Hell, the DEAD will walk the Earth.”

– ‘DAWN OF THE DEAD’ 1978

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INTRODUCTION

· INTRODUCTION ·

Welcome to *"The **Zombie** Variant"*

- A Text-based Survival RPG
- Set in London, England
- Programming Language: Python .py

THE TEAM

JOHN

JORDAN

LORELL

THOMAS

JOHN

- Beginning of the game - skeletal layout, Jordan bulked it out and finished it off.
- Morgue, this is where the player is going to make a key decision which affects an encounter afterwards - it is only simple, a lot has gone on already which can help/hinder later on in the game. As this was near the end the decisions to carry on looking around could be detrimental to the player.
- Issues - I had originally written the choice to pick up an item in a way that it was easily missed, but we wanted the player to have an encounter so I rewrote the code. However, cutting and pasting around with editing I ended up leaving a bit of code in an area which left the game in a loop in my area and you couldn't move on. Removed, tested and eventually got it working.
- I looked into some of the formatting, Thomas did the animation, and Lorell found a easier colour system which we ran with and it worked perfectly.
- Testing - found a couple of issues and as a team we managed to fix these bugs.
- Flowchart - looking back and editing where we have added or changed ideas room plan.

JORDAN

- Opening Script for the game - setting the scene and location...
- Hospital Bedroom - Choices, Dialogue etc…
- Mainly defined functions followed by parameters - defining the three choices as bedroom_choice1, bedroom_choice2 & bedroom_choice3 allowed me to easily distinguish between the three choices making the code clearer for me to understand and follow.
- Hit a few snags along the way using “If...Else” condition - in particular leading the character to the next functions when responding to string/dialogue.
- Google & more importantly Trinket helped me a lot to see similar RPG code side by side the terminal thus helping me in the beginning to see how such code works and flows.
- Volunteered to make this Presentation - previous careers have given me experience in presentations and by Thursday my coding was complete.

· LORELL ·

- For my part of the game I focussed on the main corridor - once you leave the hospital bedroom at the beginning.

- Once completed I progressed with the scenes for when you meet LOKI and TERMINATOR.

- Then the rooftop scene and some lift dialogue.

  Though you'll notice there is no roof scene in the final product we ended up cutting that part because we changed it to just end once you finish the lift puzzle!

- The majority of the coding I did was script work, “IF” “ELSE” statements and using functions. Which went well, I have a good handle on those now as well as the time.sleep function that John discovered!

- I tried to have a call back to Loki on the rooftop scene (provided you took his route of course) but I had no idea how to make it work even with the help of Google help so I cut that part.
- The part I probably spent the longest time on was LOKI's, and that would be entirely because I focused way too much on writing the dialogue.
- TERMINATORs was much easier because I copied over the "You see a figure..." text from LOKI to him.

- Extra Stuff: I discovered how to do colours for our script.

· THOMAS ·

- Final puzzle, surgery room, character creation, mechanics outside of story. I also compiled the overall build.
- Graphics throughout the game - ASCII for example.
- Working on this I focussed largely on if/else statements, defining and calling functions, mathematical operations, all to create a more randomised experience for the user, which did not skew the difficulty curve of the game.
- Trello took me a while to get used to, partially because I work quite badly by just having ideas, running with them, and forgetting to do my other jobs. Once in the groove of it, Trello really helped settle me. Slack was essential, largely for code snippets. Stuff still got a bit lost in here, especially trello with fast dumping code. But this would probably be solved by working in a manner where we're committing files to the same overall project.
- Testing involved running through every option. I did this alone for the first few in order to iron out any functions not going to the right place, to make sure the game at least plays from beginning to end. We then did group playtests over screen share to work in more detail. This was a good way to do it.


RESEARCH & PLANNING
02
RIP
RIP

HOW WE PLANNED THE GAME

- We researched Python RPG games on Google.
- Found many examples of RPG games, some similar to what we had in mind some extremely far-fetched and looking messy - to new coders we knew to stay away from insanely hard confusing code to begin with.
- We planned the game using ideas we found on Google & Trinket mixed with what interests us as fellow gamers - once we had the basics down we brainstormed ideas on Friday and by the end of the day we not only had a solid plan in place on Trello but also we had the majority of the flowchart done which helped enormously come Monday. This helped Thomas come Tuesday get up to speed with what we had been discussing on Slack on Friday & Monday.
- Using our Trello & Flowchart come Monday we knew we needed different rooms in the hospital to bulk out the game and also delegate specific rooms to specific team members meaning each one of us got individual experiences coding and formatting dialogue for the game.

OUTCOME DISCUSSION...

03

· COMMENTS ·

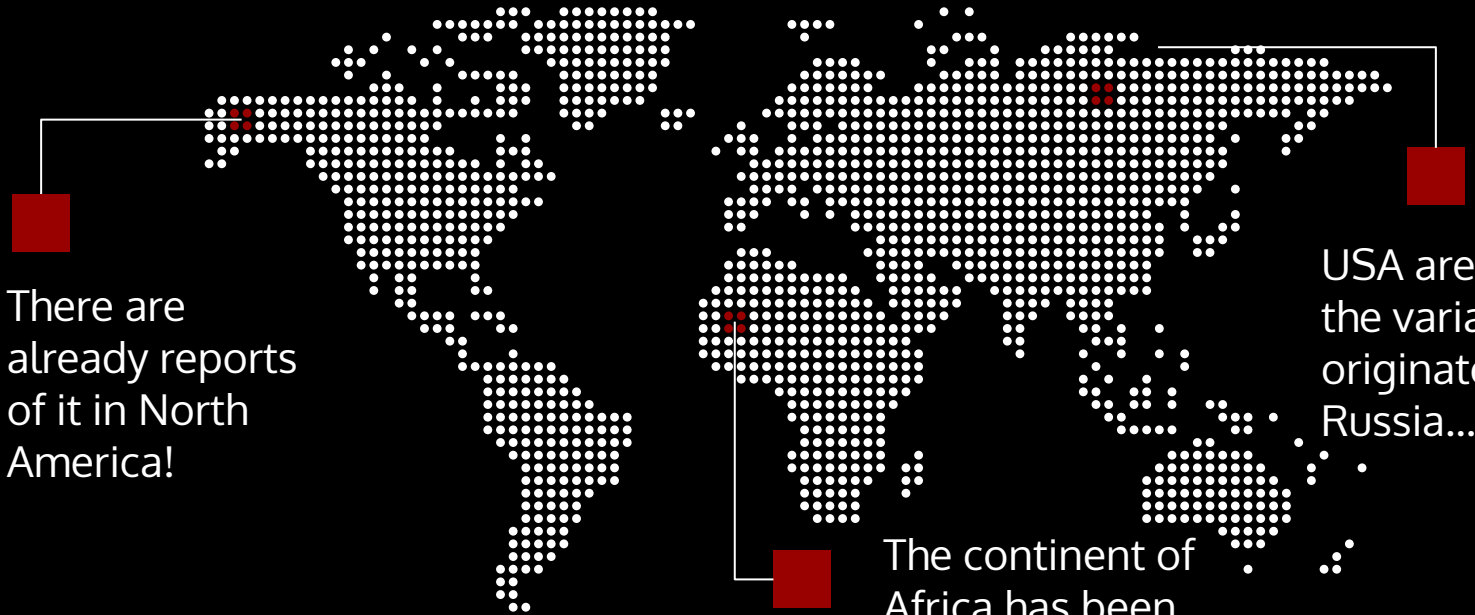
- SLACK - downloaded it to our phones immediately! Helped Thom keep in contact with us and engage in initial plans when he was away from home at the beginning of the week. Throughout the whole process we have kept in contact via this method using it to post our code for each other to check but also to post ideas daily and deciding what we want to add / remove from the game. [Drawbacks of Slack? - Zero! It is amazing.]

- TRELLO - used initially to plan individual parts of the game on Friday, brainstorming etc… Monday/Tuesday we didn't use Trello as much as we focussed on the flowchart more. However, come Wednesday & Thursday Trello came into play once again and aided us immensely when completing our individual parts of the game and keeping tabs on where everyone else was up-to daily. [Drawbacks of Trello? - Used more at the beginning and end to plan and complete sections of game - maybe better for team exercises instead of individual but we shall see next week!]

- TESTING - Testing was insanely satisfying! Going through each scenario to check every outcome works in terms of the code helps and educates me (Jordan) as a new recruit to coding. When one choice worked yet the second or third did not - looking back over the correct code and comparing it to the incorrect code helped me notice the majority of my errors immediately.

- HOW WOULD GAME DIFFER IF DONE INDEPENDENTLY - A lot more basic, not as many risks taken. Being able to communicate in a team and run ideas past one another was extremely helpful and all members of the team were always keen and eager to help one another upon running into problems. *"TEAMWORK makes the DREAMWORK!!"*

THE VARIANT IS SPREADING!!!



There are already reports of it in North America!

The continent of Africa has been badly hit.

USA are reporting the variant originated in Russia...obviously.

THANKS!

Do you have any questions?

```
if response == “No”:
        print(“Thank You!”)
```

Thank You!

CREDITS:

John, Jordan, Lorell & Thomas.