Team 7: Kamal Patel, Malik Priest, Makesi Harford
INST 326-0102
Final Project
Date Due: 12/8/2023

- **An explanation of the purpose of each file in your repository**

There is a visual studio python script file containing the main engine code, that works for our general game idea. Technically speaking this code is supposed to work with many different game stories/scenarios that are related to the type of game we are working on, an adventure game. This file contains the methods/functions each member of the team worked on, at least two for each plus other code that was needed to connect the different classes, instances of classes and methods defined for the gaming functionality.

We designed a json file containing a story for the user to play the choose your own adventure game. In this file is a story about the user trying to escape a jungle that they have mysteriously woken up in. They will have several choices to make to try to complete the adventure and return home to safety. It has multiple branching paths and choices that the user can make to succeed or fail. The user can create their own character and is presented with 50 attribute points to spend on seven different attributes: strength, perception, endurance,

- **Clear instructions on how to run your program from the command line**

If there are more than one options on screen for a player to select from, then the player will have to type that option on the command line to go forward with the game. There is also an option for random selection for some part of the game based on a number one gets from a dice rolled. This was done to add a bit of uncertainty to the game, making it more thrilling and adventurous.

- **Clear instructions on how to use your program and/or interpret the output of the program, as applicable**

To use this program, make sure you have both the python file and the json file in the same folder in the user's directory. After running the program in visual studio, the person playing the game will read the direction in the terminal, which gives some background or scenario of what's going on, and present you two options to select from. When a user specifies which option he/she selected on the terminal itself, sometimes prompted to enter text (str type) based on the option and sometimes a number (int type)

to move forward with the option. This is where we are having an error with our python engine code, the interchanging options between str and int data type, we need to edit our code so that would address both types given an option. Starting the game, a player is prompted to name their character and build their character by giving them different attributes. To do that, the player has to give up one point in exchange for that added attribute to the character's arsenal. One scenario or option leads to something else that leads to another two options, and another option, and so on until the player ends up picking the wrong option and that leads their game character to their end, having to type 1 to restart.

- **Attribution: in order to evaluate whether each member has made a substantial, original contribution to the project, please provide a table like this:**

Method/Function	**Primary Author**	**Techniques Demonstrated**
def load_story	Kamal Patel	Used json.load() function to load content of a JSON file into a python dictionary. gamestory_file.json
`__str__`	Kesi Harford	Object Initialization defines how instances of the class should be represented as strings
def manage_inventory	Malik Priest	F-strings. For this method, I implemented f-strings to show the item(s) in the player's current inventory.
def display_current_level	Kamal Patel	Sequence Unpacking within a conditional expression (non-trivial). In the for loop using the enumerate function. Enumerate adds a counter to an iterable, then the object can be used directly in the loop.

`Weapon`	Kesi Harford	Class Definition was used to demonstrate the creation of a class (Weapon) as a blueprint for creating objects that represent weapons in a game.
gamestory_file.json Def count_items	Malik Priest	Created the json file that holds the story for the game. Also used list comprehension to count the number of an item in the inventory.

Presentation Slides: (Optional)

https://www.canva.com/design/DAF2Px6v7FY/o1fVDk-YgQmbMemQWY-gXA/edit?utm_content=DAF2Px6v7FY&utm_campaign=designshare&utm_medium=link2&utm_source=sharebutton