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 python script should function with different .json files containing different stories besides the one we created. There may need to be a few small changes for better functionality with other files.

- **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. The player must pick the first or second option, but will not know the outcome until the game returns their choice to them. If the player passes the test, the script will move to the next section. Otherwise, the player will lose the game and return to the start.
This was done to add a bit of uncertainty to the game, making it more thrilling and exciting, as the player will not know what will happen to them and must think about what they are doing.

- **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. We also have a Weapons and Inventory class that handles weapons and items added into the inventory, depending on the story elements.

- **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_from_json	Kamal Patel	Used json.load() function to load content of a JSON file into a python dictionary. jungle.json
def evaluate_attribute_points(attribute_points)	Kesi Harford	This function takes a dictionary of attribute points and evaluates the overall performance of the character based on the total points. Also used conditional points to determine if the character's performance is excellent, good, or needs improvement
def get_user_choice	Malik Priest	This method takes the user's choice on the command line and makes sure that it is 1 or 2. If not it raises a Value Error.
def play	Kamal Patel	Sequence Unpacking within a conditional expression (non-trivial). I used conditional expression in a single line format to see if the option iterator is a digit using .isdigit(). Because a level option is accessed by typing a int into the terminal for the actual story scenarios.
def enter_temple(name,	Kesi Harford	Optional parameters: This

location="Jungle Temple"):		function simulates the character entering a temple. The location parameter is optional and defaults to "Jungle Temple". The function returns a message indicating the character's entry into the specified or default location..
jungle.json Def update_inventory	Malik Priest	Created the json file that holds the story for the game. Also used list comprehension to update the items in the inventory.

Presentation Slides: (Optional)

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