Mission Game Technical Documentation

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* For the mission game, the code was hosted on

-PythonAnywhere.com

- Github

when getting played as well as during submission.

* The game was written in Python language.
* In order to successfully run the game, the player needs to have all the files needed downloaded, and Python application needs to be up and running on the computer.
* As Python Code guides recommends, using lowercase with words separated by underscores (Example: my\_variable) was done for instance variables throughout the game.
* For different modules, names were kept short and lower case as suggested.
* To run the program, once all the files are downloaded, Pythonanywhere.com is efficient enough for the players to upload the files into a new console and run different chapters properly.
* The Mission Game is an adventure game in which the player is trying to save their father. The player has an opportunity to get on a bus with a randomized success. During the second chapter, the player chooses between taking a bus and a cab. For the third chapter, the player must choose to break a window to get out of either the bus or the cab that they selected in chapter two. For the fourth chapter, the player must defeat an enemy and meet their father. The fifth and final chapter has the character respond to some randomized discussion with the father they saved.
* When the first chapter is run, the player is asked to enter their name. Once the name is entered, the first chapter and the mission to save the father starts.