



Escape Room Quest

By Marco, Mailys, Shashi and Konstantin



Project Overview

Game Structure Organization

- Components: Rooms: Define locations where the player can navigate.
- Items: Include furniture, doors, and keys, each with attributes like name and type.
- Object Relations: Maps rooms to their items and doors, and items to any hidden objects or keys.

Examples:

- *game_room* contains a *couch*, a *piano*, and *door_a*.
- *door_a* connects *game_room* to *bedroom_1*.



Project Overview

Functions and Imports

Functions:

- explore_room_description(room): Shows details about the current room.
- examine_item(room, obj name): Inspects an object to reveal hidden items or information about doors.
- take_item(item name): Adds an item to the player's inventory if found in the current room.
- get_next_room_of_door(): checks which room is on the other side of the door
- linebreak(): adds a line break
- start_game(): initializes the game

Imports:

- No external libraries are imported; the code uses standard Python features.



Technical Challenge

- Focusing on the adequate syntax when writing code separated in sections or different lines. This included correct punctuation and correct use of parentheses.
- Understanding the different functions of the code and how they are intended to work. (e.g. difference of 'explore' and 'examine' in context the respective relation to rooms and/or objects)

=> How we overcame those challenges:

- applying a detailed look to our code where we missed commas and parentheses and going through test runs of the code and reading through the functions and thinking about how they might work



Big Mistake

- Trying to test/play the game without completely understanding the code and how the game works.
(Mistake resulting from one of our technical challenges)

=>What we learnt from it:

- the significance of understanding the code properly in order, not just to adjust the code to occurring errors, but also to know how to navigate through the game interface



Demo

<https://colab.research.google.com/drive/1Bo923sfPsMJLmTikIU9rn-aPnMKAc4n?usp=sharing>



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Thanks for listening :)

Marco, Maïlys, Shashi and Konstantin