

# Zombie Mansion



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Ironhack DA PT AUG 23

# Project Overview

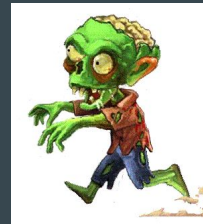
Game structure:

- If / else statements inside the sample code →
- Changed prints to make more compatible to our game theme
- Imports

```
import time
import sys
import random
```

```
elif item["name"] == "bloody cupboard":
    riddle_1()
```

- Inserted some features to make the game more dynamic
  - pictures with prints →



- typewriter



```
print_typewriter("You wake up in pool of zombie acid, stinking of rotten flesh and teared limbs")
```

- input with the name of the person to use it during the game

```
player_name = input("Enter player name:")
```

# Functions

```
def print_typerwriter(t):
    for char in text:
        sys.stdout.wri
        sys.stdout.flu
        time.sleep(del
    print()
```

```
def riddle_1():
    confirm = input("You :
    if confirm == 'yes':
        print_typerwriter(
        answer = input("Yo
        print()
        if answer.lower()
            print_typerwri
            print(knife)
            print()
        else:
            print("Think :
    else:
        print("COWARD!")
```

```
def ze_encounter():

    player_john_doe = 50    # name and health points can be changed
    zé_the_zombie = 20    # name and health points can be changed

    print_typerwriter(f"As soon as {player_name} opens the closet, {player_name} is confronted by a terrified monster kr

    while player_john_doe > 0 and zé_the_zombie > 0:
        print_typerwriter(f"{player_name} Health: {player_john_doe}")
        print_typerwriter(f"Zé the Zombie Health: {zé_the_zombie}\n")

        act= input('type flee or fight to proceed')
        act= act.lower()

        if act == "fight":
            john_doe_att = random.randint(8, 15)    # attack damage can be changed
            zé_att = random.randint(5, 10)          # attack damage can be changed

            zé_the_zombie -= john_doe_att
            player_john_doe -= zé_att

            print("You attack the Zé the Zombie and did", john_doe_att,"damage")
            print("Zé bite you for", zé_att,"damage" )
        elif act == "flee":
            print_typerwriter("You tried to run away, but theres no place to run... Game Over!")
            start_game()
        else:
            print_typerwriter("Invalid action. Choose 'fight' or 'flee'.")

    if player_john_doe <= 0:
        print_typerwriter("You were defeated by the zombie. Game over.")
    elif zé_the_zombie <= 0:
        print_typerwriter("Congratulations! You have defeated the zombie.")
```

# Zombie encounters

- Creating our zombies
  - Setting variable data ( Health points, attack damage)
  - Difficulty level
- Building the code
  - While loop
  - IF/Elif/Else
- Random module (random.randint)

## Syntax

```
random.randint(start, stop)
```



# Technical Challenges

1. VS code issue. Player would be asked to type input in a little window in the upper part of the screen, also typos possible because of black background. VS code was changed to Jupyter notebook.
2. Understanding the game code. For understanding we tried to play the game, changing code and reading errors.
3. Making variables inside the function when we should make them more global.



# Big Mistake

- Not using GitHub from the beginning:



Github wouldve brought us the structure we needed to work on the code properly

- Now there are a lot of offline and online versions of our code everywhere.

**Thank you!**