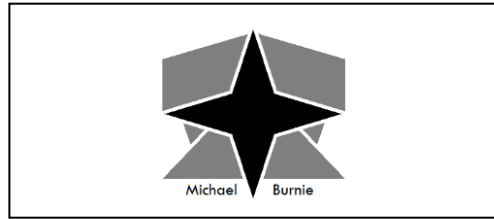


BURNIE GAMES



Classroom Woes

The ridiculous story of a student trying to pass the final test!

Version 1.0

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VERSION HISTORY

Classroom Woes 1.0

- Added final external documentation
- First full release

Classroom Woes 0.6

- Added several inline and block comments for methods
- Changed name for some methods
- Convert all input to lower
- main() now also uses getChoice() for input validation
- Added "*" before each statement to signal text
- Added >> and << around each question to signal user input
- Other minor changes to text

Classroom Woes 0.5

- Added a Visio file that outlines the decision structure
- Created print_pause() function that adds a pause to each print statement that causes this function. Most story-related prints now have a 1 second pause after them.
- Added additional pauses in a couple cases for added effect

Classroom Woes 0.4

- Added all of the print statements for every outcome and decision.

Classroom Woes 0.3

- Added final (3rd) branch of decisions

Classroom Woes 0.2

- Completed second decision tree
- Formatted methods differently to reduce repetition of code
- Added proper description

Initial Commit

- Created original program from modified dragon.py
- Contains first decision tree and refactored intro
- Contains dragon.py
- Created internal documentation header

CLASSROOM WOES OVERVIEW

Game Overview

This game is very simple. Get your character to pass the final test by going through various stages of the day. You will have to decide whether to have breakfast, how to travel to school, and what to do when you are there. Make the right decisions along the way to pass! If you fail, you lose and your character may die in some unusual way.

Game Play Mechanics

Depending on previous choices made, and the choices you make in the future, your outcome will vary. Your choices may save your character's life! When you see an asterisk (*) before a statement, no input is necessary. If you see a >> followed by a question, enter a 'y' or 'yes' to answer "Yes", and 'n' or 'no' to answer 'No'. Try different decision choices to see all the different outcomes!

Game World

The world is a typical world of a student: every day seems more awful than it really is; it's always raining; death waits around every corner; etc. Obviously, the world is dreary and life is unfair when you're a student. That's why these decisions more often than not kill the student in the end.

Levels

There are three decision trees: Breakfast, Travel, and Classroom. Each new tree brings a whole new set of possibilities, as they depend on the choices made previously.

Breakfast: The first node. Here, the player must decide whether to eat some crappy oatmeal made by their significant other. If they eat it, they may get sick and insult their significant other; if they don't, they have to take their test with an empty stomach.

Travel: The second node. If the player ate the oatmeal, they won't feel well enough to drive. Will you choose to get your significant other to drive you, or not bother them and risk walking and not making it in time? Or, if the player didn't eat the oatmeal, they get to choose between driving to class, and running on an empty stomach.

Classroom: The third and final node. Here, depending on choices made in the past, the player gets to choose various ways to attempt to write the test: sneak into class, explain

to the teacher they aren't feeling well, getting the significant other to lie for them being late, or patch up their grievous wounds.

Characters

You play as a student, who just wants to turn their life around. This could be you, a friend, a child, or whoever you wish. One thing's for certain, they must pass this test!

Story Index

What are the three things that matter most to a student before writing a test? What they do for breakfast, how they get to class, and what to do when in class, of course! These events set the tone for the entire day, as they drastically affect how a student does on the test. In order to pass the test, the student must go through these events successfully or they will fail! If they fail, everything can go wrong: a girlfriend/boyfriend will leave them, family no longer stays in contact, and even death can happen!

Design Notes

The * statements signal the user to read, while the >> << questions signal the user to input a 'yes' or 'no'. The code is validated, and any variation of 'yes' or 'no' should be accepted.

Cheat codes

After the story begins, enter a sequence of: 'y', press Enter, 'y', press Enter, 'n' and press Enter to see the whole story and the best outcome.

Possible Future Features

- Cheat codes
- Ability to 'go back'
- Additional decision trees
- Add more to game world
 - o More descriptive, engaging world
 - o More characters
- On-use items for character
- Statistics for character to increase surviving chances
- Random elements to create a unique story each time
- Music, sounds

See Additional Features below...

Additional Features

Decision Structure

