

Let's Play UMD

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Final Project Documentation

Our project is a user input, text based adventure game representing one semester at the University of Maryland. The game consists of four months with each week containing its own unique situation. The user is a UMD student that makes choices for every given situation, and based on their selections, they gain or lose points as they advance throughout the semester.

When the game is run from the command line, the user first has the option to enter a name. Once the game is underway, the user makes their choice by entering the letter that corresponds to the option they are selecting. The game is straightforward and provides you with all of the available options as well as checking your academic status at any point in the game. After making choices for all of the situations and finishing the semester, the user receives a final grade which signifies the end of the game. There are also a handful of choices that if selected, will end the game at that point and tell you that you have either failed, dropped, or withdrew from the class.

Format, Linux. "How to Code Your Own Adventure Game in Python." *TechRadar*, TechRadar, 18 Jan. 2016, www.techradar.com/how-to/computing/how-to-code-your-own-adventure-game-in-python-1313296.

How to Code Your Own Adventure Game in Python is an article from techradar.com written by Linux Format. As specified by the title, the article provides a brief overview of how to create your own Python game. The example they use contains a hero, which is the user that travels the land, visits new places, and talks to other characters. Throughout the article they

provide step by step instructions, each with a screenshot of their example code. There are about ten steps such as creating functions, using variables, getting input among many others.

We used and referred to this source mainly to help us create and complete the storyline function. The parts of our function that the article was particularly useful for were allowing the user to make choices and use the input to make these choices. This article was very helpful because it described many different parts of making and coding an adventure game and outlined each part in detail. Additionally, for each part, they provided example code which was beneficial to us and our success in creating the storyline function.