

Escape Room Challenge

Erensu, Flora, Miriam, Olivia, Olya

Project overview

Goal:

Escape from the starting room
(Game Room) to the end (Crossing
Door D, Outside)

Features we add:

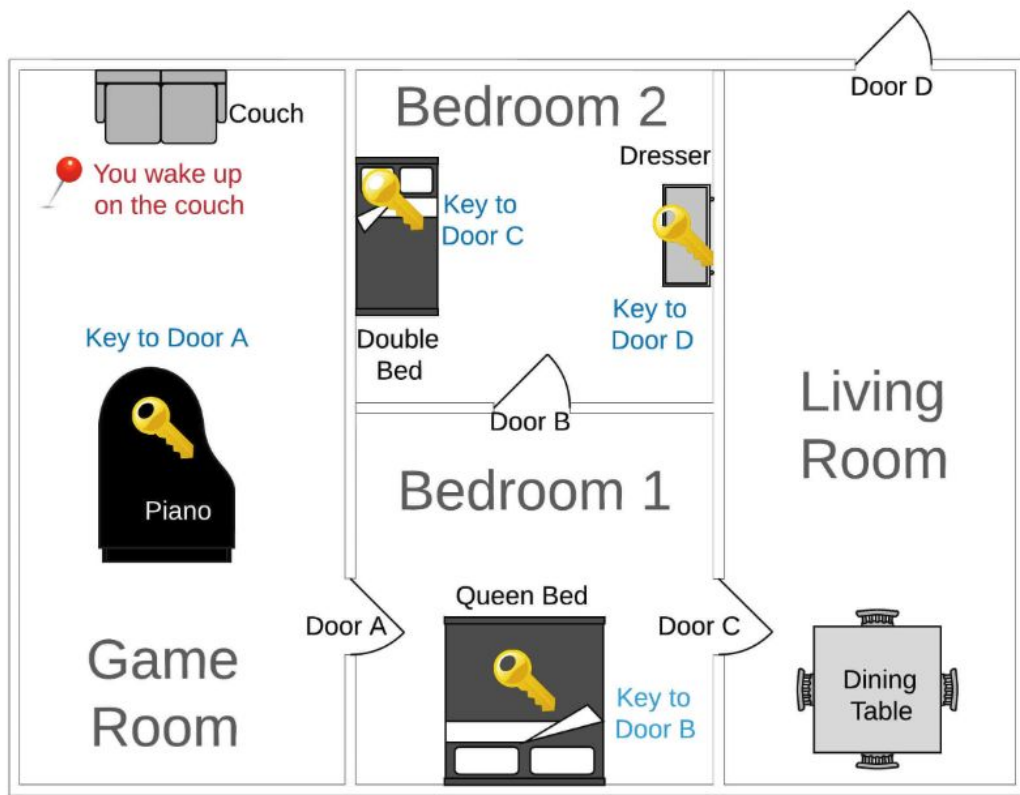
Improving readability for user.

Comprehension lists were already there

Features we would have like to add:

Fun interactions like other questions and
images.

Upper case or lower case non sensitive
answers.



Challenges

In the code:

- Syntax errors are easy to miss due to
 - variable creation
 - dictionary duplications & update

In the process:

- Timing requires Time Manager position
- Coordination among team members
- Didn't switch the roles btw Dev and Research, because:
 - easier to focus alone
 - easier for Dev to test the code

Most important technical challenge:

- Understanding what were the functions doing
- Accurately creating the object_relations

Overcoming the challenge:

- By exchanging ideas with team members
- Regular try and error method
- Creating the dictionaries one by one so team members could work simultaneously

Module and Package

Module is a file containing definitions and statements **.py** **Package** is a way of organizing modules into a directory hierarchy **__init__.py**

Importing specific functions:

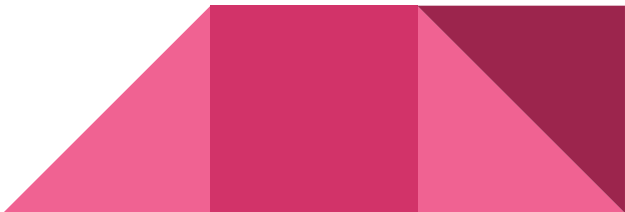
```
from function_file import function_name  
function_name(arguments)
```

Importing the entire module:

```
import function_file  
function_file.function_name()
```

Importing the entire module with an alias:

```
import function_file as f  
f.function_name()
```



Ensuring a bug-free game

- 1) To test, how function handles empty, multiple/single, incorrect type input and add code
- 2) To add code to avoid division by zero when the input list is empty
- 3) **try-except** block helps to separate error handling from the main code flow
- 4) **unittest** or **pytest** - standard modules for writing unit tests for diff scenario





DEMO



Thank you!!

Yours:

Erensu, Flora, Miriam, Olivia, Olya