CTEC-102 Final Project Paper

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I am disappointed in not completing the project. I worked on the project and was making headway with the logic, then started adding extra functionality before the project goals were complete.

Everything seemed to be working somewhat before I tried to shorten the program and turned it in. I simply ran out of time trying to make the basic project work because I did not complete the initial task at hand.

One thing I could not figure out was how to set the puzzle timer and item timer to reset in the range of the turn timer once they were triggered. I was able to set

puzTimer = random.randint(16, 22)

to reset the timer, but was trying to have it set based on the ‘turn’ timer’s current value.

puzTimer = random.randint(puzTimer +1, puzTimer +9)

but could not seem to get that logic to work. I tried to find some online information about it but could not find an elegant way to complete what I was attempting. I was trying for random encounters in the game.

I had the program popping my items list, puzzle dictionary, and realms set. I had to drop the enemy class because I was running out of time. As I came back to work on the program I somehow managed to break the item pop functionality. I initially had the program so that as you came across an item it would be popped from the list and would update the player dictionary to show that

(‘has’, + itemPop) : True).

As I tried to condense my code I somehow broke the functionality syntax and I ran out of time before I was able to edit and correct it.

I needed to change the player print out for the ‘inventory’ selection. I needed to define the “\_\_str\_\_” with the information as opposed to the player object. I simply ran out of time. I did not complete the logic for solving the riddle. I believe no matter what you enter it solves as correct. I also needed to add an else statement stating that the riddle was “Not correct” and resetting the puzzle timer / puzTimer to be in the range of the the current ‘turn’ timer.

I needed to add save functionality with pickle, which would have been a quick and easy import and integration. I should have set items to be found on specific realms, but tried to make things more random and that ended up taking more work than I anticipated. I was not able to figure the logic in the time allotted. I am going to work on the program today and tomorrow to try to get it working. Even if late I will try to turn it in for my own mindset. I got overwhelmed by what I wanted to add to the assignment and did not build the basic functionality first and that was my biggest mistake. I initially had 10 realms, 5 items, and 3 puzzles. I will learn from this error by getting a working logical skeleton of a program running before attempting any extra functionality.

I used notes taken throughout the year to try and solve most of my issues, but did end up checking information on We3 schools, GeeksforGeeks, and Bill Barry’s youTube python videos to work on the project, but did not try to find any examples of Text adventures or any other sort of input. I was attempting to write the program and correct any logic through trial and error.

I thought for some reason that the project was due on the 5th of May and so I did not put the time required towards the project over the last weekend. I happened to look at the calender yesterday and saw that the program was due yesterday. I ran out of time as I was trying to shorten the program to fit the basic requirements of our project and somehow broke what I had working before. It is frustrating and I am very disappointed because I know I could have completed this project. I had wanted to implement the creation of monsters with unique health, weapons and attack percentages that could interact with the player with random encounters.