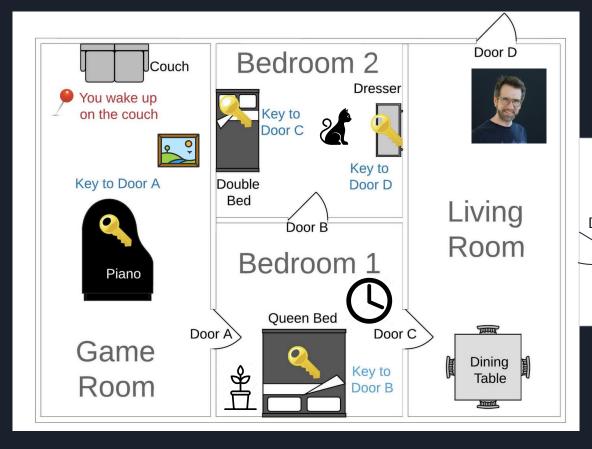


Quest Project 1

Team name: Red

Names: Salim, Sirine, Samer, Pollyana





Basement

Door E



Game Structure and Added elements

For this escape room, we decided to add elements to make it more interesting and interactive :

- We added a room and elements in each room to have more interaction options for the player. We did that by defining them first and them and creating the according relationships
- We implemented a mini game as a function outside the code that was called when interacting with an item.

```
def mini_game_1():
    """
    A riddle played in game room when examine "couch" .
    """
    answer = "piano"
    for i in range(5):
        guess = input("Looks like you found a box with some kind of riddle in it . The riddle is : I am something that can be played but doesn't require balls.I have
many black and white keys, and strings, hammers and some pedals. Who am i ? ").lower()
    if answer == guess:
        print("The answer is correct! Good job! Now you know where to look ;)")
        return True
    else:
        print("Looks like you are getting stuck in here! Try again!")

print("Out of attempts! Maybe try exploring somewhere else.")
    return False
```

 We also added images and GIFs that pop up when interacting with an item or solving riddles

```
elif item_name == "clock":
    ans = str(input("\033[1m A new riddle appears . It says : What is it that is as valuable as gold.\033[0m"))
    if ans == "time":
        print("\033[1mCORRECT! Check the queen bed for the key.\033[0m")
        display(HTML(f'<div style="font-size: {text_size}; color: {text_color}"><b>CORRECT! Check the queen bed for the key.</b></div>'))
```

The struggles and Mistakes

- Code comprehension
- Finding good ideas to implement
- Changing the code last minute



What we could have done better (learned)

- Creating more function to have a cleaner code
- Dividing the roles and being more structured in our approach
- Finishing the code in advance so we don't find out surprises
- Always have a backup of working codes



Questions?

Thank you

Names: Salim, Sirine, Samer, Pollyana