

Projekt: Game2

Beschreibung:

game2.py ist ein Laucher für zwei textbasierten Minigames. Darin enthalten sind die Spiele Penalty Shoot-Out und das Textadventure Bloodshed Mansion.

Der Spieler kann seinen Namen eingeben, welcher von den Spielen übernommen wird und das jeweilige Spiel auswählen.

Aufbau:

game2.py	Startprogramm
Penalty_Final.py	Spiel Penalty Shoot-Out
Scott_Holmes_-_04_-_Teamwork.mp3	Audiodatei für Spiel
adventure_game.py	Spiel Bloodshed Mansion
map_config.txt	Konfigurationsdatei für Bewegungsfunktion
look_config.txt	Konfigurationsdatei für Sichtfunktion
battle_system.py	Kampfsystem für Bloodshed Mansion
function_print_message.py	Funktion zum Darstellen eines Begrüßungstextes. Verwendet in game2.py, adventure_game.py
function_read_config.py	Funktion zum Einlesen der Konfigurationsdateien. Verwendet in adventure_game.py

außerdem verwendet:

python3
pygame Version >= 1.9.4

game2.py:

```
Welcome to game2. Please state your name in the following line.
Roman

+++++
+                               +
+           Main Menu          +
+           Roman!             +
+++++

Welcome Roman to game2. For this menu and the following games,
you will use the console to play and control your units.
We have a collection of 2 text adventures right now.
You can choose between a Penalty shoot-out or an Adventure Game.
Type "shoot-out" for playing the Penalty shoot-out or type
"adventure" for the adventure game!
█
```

Penalty_Final.py

```
Welcome Roman, you'll play as Cristiano Ronaldo
You are able to shoot and dive in the following directions: left, right or middle
Where do you want to dive? left

The shot is going to the middle
Goal, you have to be better !
Your score is : 0
Computer score is: 1
Where do you want to shoot? middle

The Goalkeeper is jumping to the right
GOOOAAAL, nice shot !
Your score is : 1
Computer score is: 1
Where do you want to dive? █
```

adventure_game.py

```
+++++
+                               Welcome to Bloodshed Mansion                               +
+                               Roman!                                                    +
+++++

Find the princess before she get killed by the monsters.
Don't waste your time.

                                Move!

-----
You are in room 1. No princess found.
Where do you want to do?
(type:) 'move direction' or 'look direction' 'north, south, est, west: move north
-----
You are in room 7. No princess found.
Where do you want to do?
(type:) 'move direction' or 'look direction' 'north, south, est, west: move west
-----
You are in room 16. No princess found.
Where do you want to do?
(type:) 'move direction' or 'look direction' 'north, south, est, west: look north
-----
There is a garden door.
-----
You are in room 16. No princess found.
Where do you want to do?
(type:) 'move direction' or 'look direction' 'north, south, est, west: █
```

erstellt von:

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- adventure_game.py, function_print_message.py, function_read_config.py, map_config.txt, look_config.txt
- PAP: adventure_game

Alexander Schulze <https://github.com/PsyChoZen86>

- battle_system.py
- Mitarbeit an Integration ins Spiel
- PAP: battle_system.py

Marc-André Hummel <https://github.com/MarcHum>

- Penalty_Final.py
- PAP: Penalty_Final.py

Florian Janke <https://github.com/florianjanke>

- game2.py
- Mitarbeit an battle_system.py
- PAP: game2.py, function_print_message.py, function_read_config.py