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. Nach Beendigung des Spiels wird der Laucher wieder gestartet.

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:

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:

Roman Friske   https://github.com/polaris202

- 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