

## LAB SESSION 3

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GAME: World of Survive

### **Description:**

In this game we take control of a character stranded in the depths of the mountains.

They find a cave to rest in for the time being, but all is not as it seems

To complete the game, you just have to reach the other side of the cave.

There are a number of items that you can pick up (but not all at once!) that will help you on your journey

### **Important implementation features:**

For this project I converted the room system given to a much easier to edit co-ordinate system. Where each "cell" has its own changeable variables for its exits, description, as well as any items contained in said cell.

Classes:

```
class Map():
    """ Map class set up a grid of co-ordinates. Takes the keys (positions)
        and assigns each one a room class, then passes it to Room class

        Parameter
        -----
        cells: dictionary of each co-ordinate and what exits it has
    """

    class Room():
        """ Room class handles the name and descriptions

            Parameter(s)
            -----
            pos: co-ordinate position (tuple)
            description: flavour text for the room (list of strings)
            items: a list of strings for items in a room (list of strings)
        """

    class Player():
        """ The player class is the base class for all entities in the game.
            Including NPCs as well as monsters each class/subclass
            is able to have their own position and inventory

            Parameter(s)
            -----
            position: players current co-ordinate position (tuple)
            history: a list of previously visited rooms (list)
            inventory: a list of items currently on the player (list)
        """

    class Command():
        """ This class handles requests to do with the usable commands
```

Parameter(s)
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[N/A]
""

### **Special features:**

Unfortunately, due to unforeseen time constraints (having to restart the project due to my group leaving) I have not been able to add something particularly noteworthy for the player to do .

However, I hope the way that I have constructed the layout of the game which allows for very easy room creation and manipulation as well as editing is a unique way of tackling the task. Also, there is a magic room teleporter that has been added. Having the map item on hand will alleviate some of the downsides of being disoriented.

Given more time I would have liked to add a monster using the player class that follows the player after taking the orb by using the players history (acts as a very basic AI).