

Ronan Gleason, Evan Queeney

Dr. Fatema Nafa

Computing Fundamentals for Engineers

2/18/2025

## Iteration #02: Project Kickoff

### **Objectives**

Ronan – Learning objectives:

1. Expand Python knowledge in general
2. Learn new Python built-in functions
3. Learn new Python syntax and coding strategies
4. Learn how to use GitHub properly
5. Communicate with team (Evan) well

Evan – Learning objectives:

1. Expand Python knowledge (specifically graphs)
2. Learn how to use git hub for collaborative coding
3. Learn how to use Python's built in functions for arrays

Project Scope/Objectives:

1. Create an interactive text-based survival game
2. Create an interactive inventory to display what items you have
3. Create a world/map using graphs that the player can travel between
4. Create areas in the world with different interactions possible such as looking for items, hunting, ect.

### **Technologies and Tools**

- The tools that we will use are:
  1. Spyder (Python compiler)
  2. GitHub
  3. GitHub Repositories:
    - a. <https://github.com/RG2381/python-collaboration.git>
    - b. <https://github.com/EvanQueeney/python-collaboration.git>

**Project Timeline**

1. Design a simple text-based menu for choosing what actions to perform in a specific area (access inventory, travel in a direction, look around, ect.) (Both, Due: March 12<sup>th</sup>)
2. Design a simple inventory system (Ronan, Due: March 19<sup>th</sup>)
3. Design a graph-based map (Evan, Due: March 19<sup>th</sup>)
4. Design a stamina/energy system (Evan, Due: March 26<sup>th</sup>)
5. Design an ending (Both, Due: March 26<sup>th</sup>)
6. Design more interactions for each area (Both, April 2nd)