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Midterm

Python 2

**1. What is your program? Give a brief description of what your program is going to do.**

I am going to create a Text-Based adventure game that is command line interface, that will help Princess Ava find her missing baby doll. This doll is precious to Ava because her grandmother gave it to her before she passed away. That sounds like something simple right? Well, Ava lives in a kid friendly apartment complex in Chicago called SugarLand. SugarLand has 3 stories and 3 units on each floor. Kids live in each unit. Ava is 100% positive that her missing baby doll is in her complex because afterschool she always plays with the kids in her building. She knows it’s in one of their apartments, she just can’t remember which one. Please help her find where she left her missing doll. My program will be a simple one that allows a player to move in and out of a unit searching for an object (baby doll) that will be randomly assigned in each game. For the sake of keeping the program simple, a unit=room and there are only 9 units in this game.

**2.How is it going to work? Describe how you expect the program to perform its operations.**

I expect the program to perform like a game. First I will have a start and end option that the player can choose. If the player selects end, then the Game will end and a text on the screen will say something close to, “Goodbye! You are now ending your quest to find Princess Ava’s missing baby doll!” and the system will end. If the player selects start, then the game will ask for the player’s name. Once the name is given, Text will appear on the screen welcoming the player and also explaining the game and what the player has to do. The game will then let the player enter Sugarland and the search for Princess Ava’s baby doll. Since this is a game, the system will randomly place the doll in a unit in each gameplay. If player searches the unit that does not have the doll, the game will prompt the player to try again, and state that the baby doll is not located there. The player will keep searching each unit until he/she finds it in the correct unit. When the doll is found, the player has won the game and a text will enter the screen congratulating the player for finding Princess Ava’s baby doll. The game will end. Each unit will have a specific text attached to it, as the player navigates through them in SugarLand. I will use different classes, functions, and methods to operate my program and I will save all of the data to a file.

**3.What modules are you going to use? Describe how these modules will fit into the program.**

I expect to use the random module to randomly place the doll in one of the unit’s in SugarLand for each gameplay. I want to use the time module to give some sort of game suspense in the beginning once the player selects “Enter” to enter Sugarland.

**4.Describe any problems you may experience and how you plan on handling it. It is good to think about what might happen so you are prepared to handle it.**

Problems I might experience are common errors in my code, which could result in errors preventing the game to run. I have to make sure that I pay close attention to the variables and strings that I use and the spelling to prevent issues. Indentation errors when I’m working with the if, elif, and else statements might also be an issue because for some reason, my desktop tab feature does not work. I have to manually tab four times for everything. Another problem I predict occurring is giving explicit directions on how the player moves throughout the game. I plan to use basic directions like up, down, left, and right. Another problem could be tracking what unit the player is in. I think giving descriptions for each unit will fix this problem. Also, since there are only 3 levels to SugarLand I could emphasize in the descriptions/text that the player will start on level 1 and choose between unit 1, 2, or 3. I will then do that for each level.