Companion

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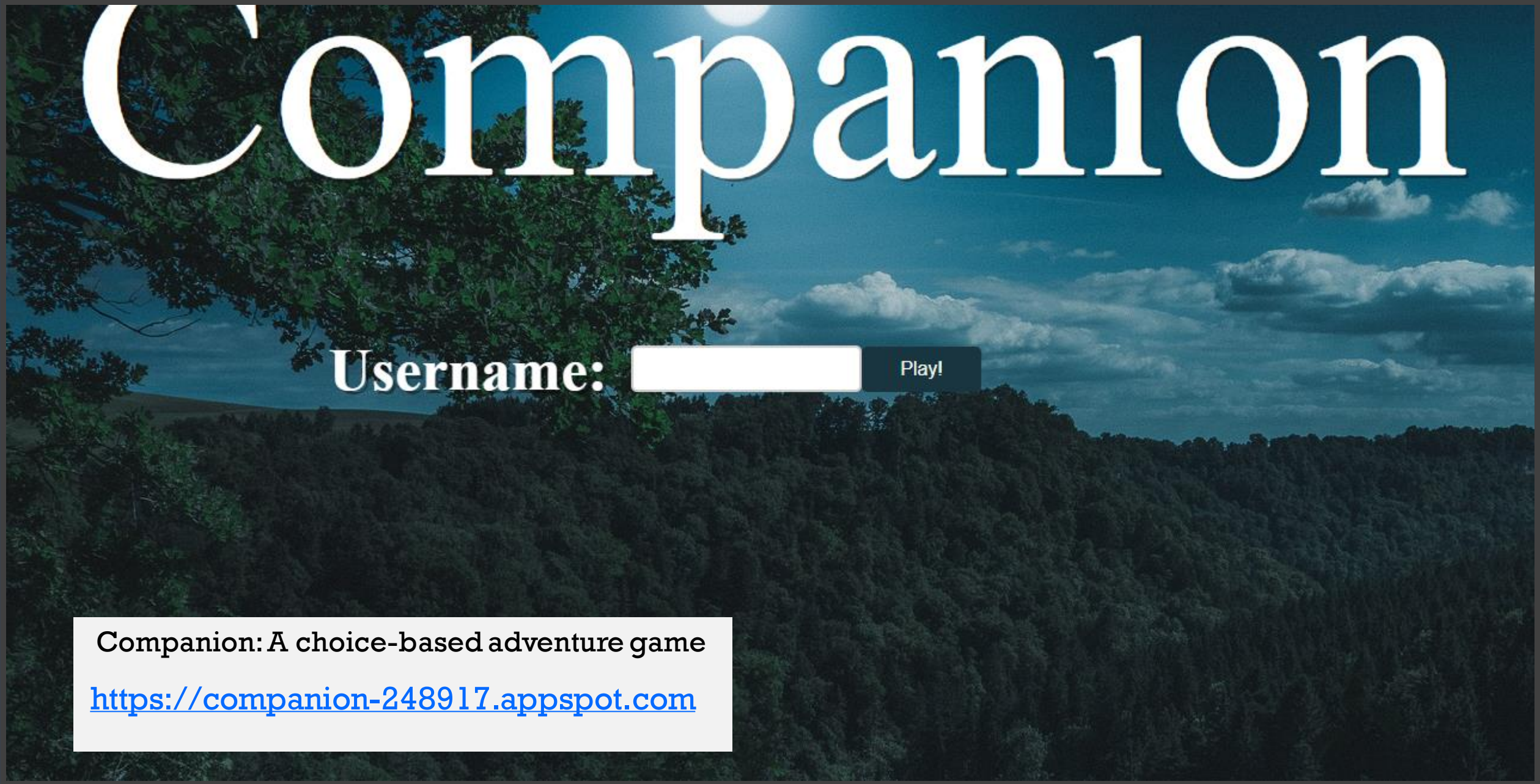
LETS PAW TOGETHER



Companion: A choice-based adventure game

https://companion-248917.appspot.com

Front [Login Html and CSS]

```html
<html>
  <head>
    <meta charset="utf-8">
    <title>Companion</title>
  <link rel="stylesheet" href="/css/style.css">
  </head>
  <body>

    <div class="item" id="title">Companion</div>

    <form id="line1" method="post" action="/thegame">
      <h1 class="cc" id="row2_2">Username:</h1>
      <input id="inputbox" type="text" name="user-first-ln" value="">
      <button class="playbutn">Play!</button>
    </form>
    </body>
  </html>
```

*Created title and linked the html to the style css

* Implemented a button along with the user login

```css
body {
  background-image: url("https://hdqwalls.com/download/dark-night-forest-view-5k-io-1920x1080.jpg");
  background-repeat: no-repeat;
  align-items: center;
  justify-content: center;
  align-content: center;
}
```

*We modified background too prevent the image from repeating itself

#line1

Includes

-The username

-Inputbox

-playbutn

* adjusted the inputbox and the playbutn in order for it to be the same size

* The playbutnhover makes the color of the button green when hover upon

```css
#line1 {
  display: flex;
  flex-direction: row;
  align-items: center;
  margin-left: 20%;
}


#inputbox {
  padding:10px; border:2px solid #ccc;
  -webkit-border-radius: 5px;
  border-radius: 5px;
}

.playbutn {
  background-color: #193540;
  color: white; /* Green */
  border: none;
  padding: 10px 32px;
  text-align: center;
  text-decoration: none;
  display: inline-block;
  font-size: 16px;
  border-radius: 5px;
  -webkit-transition-duration: 0.4s; /*
  transition-duration: 0.4s;
}

.playbutn:hover {
  background-color: #3b8f50; /* Green *
  color: white;
}
```

Front [CSS/main.py]

```css
#home {
  background-color: white;
  color: black; /* Green */
  border: none;
  padding: 15px 32px;
  text-align: center;
  text-decoration: none;
  display: inline-block;
  font-size: 16px;
  border-radius: 12px;
  -webkit-transition-duration: 0.4s;
  transition-duration: 0.4s;
}
```

```css
#home:hover {
  background-color: #3b8f50; /* Green */
  color: white;
}
```

* When you click the home button you go back to the home page

```css
.butn {
  background-color: #193540;
  color: white; /* Green */
  border: none;
  padding: 15px 32px;
  text-align: center;
  text-decoration: none;
  display: inline-block;
  font-size: 16px;
  border-radius: 12px;
  -webkit-transition-duration: 0.4s;
  transition-duration: 0.4s;
}

.butn:hover {
  background-color: #3b8f50; /* Green
  color: white;
}
```

```html
<button class="butn" id="choice1">Choice 1</button>
<button class="butn" id="choice2">Choice 2</button>
```

*The “butn” are the two options you have to chose from

```python
class EnterInfoHandler(webapp2.RequestHandler):
    def get(self):
        start_template = the_jinja_env.get_template("/pages/login.html")
        self.response.write(start_template.render())

    def post(self):
        self.response.write("A post request to the EnterInfoHandler")

class PlayGame(webapp2.RequestHandler):
    def post(self):
        results_template = the_jinja_env.get_template("/pages/story.html")
        user_name = self.request.get('user-first-ln')
        self.response.write(results_template.render())

        username = User(username = user_name)
        username.put()
```

*This allows the user to enter their username

*This also helps us get the username input

Challenges

Problems

*Trying to link the JavaScript to the story html.

*Getting the username to save to a database.

*Creating an engaging and imaginative story without being repetitive.

Solutions

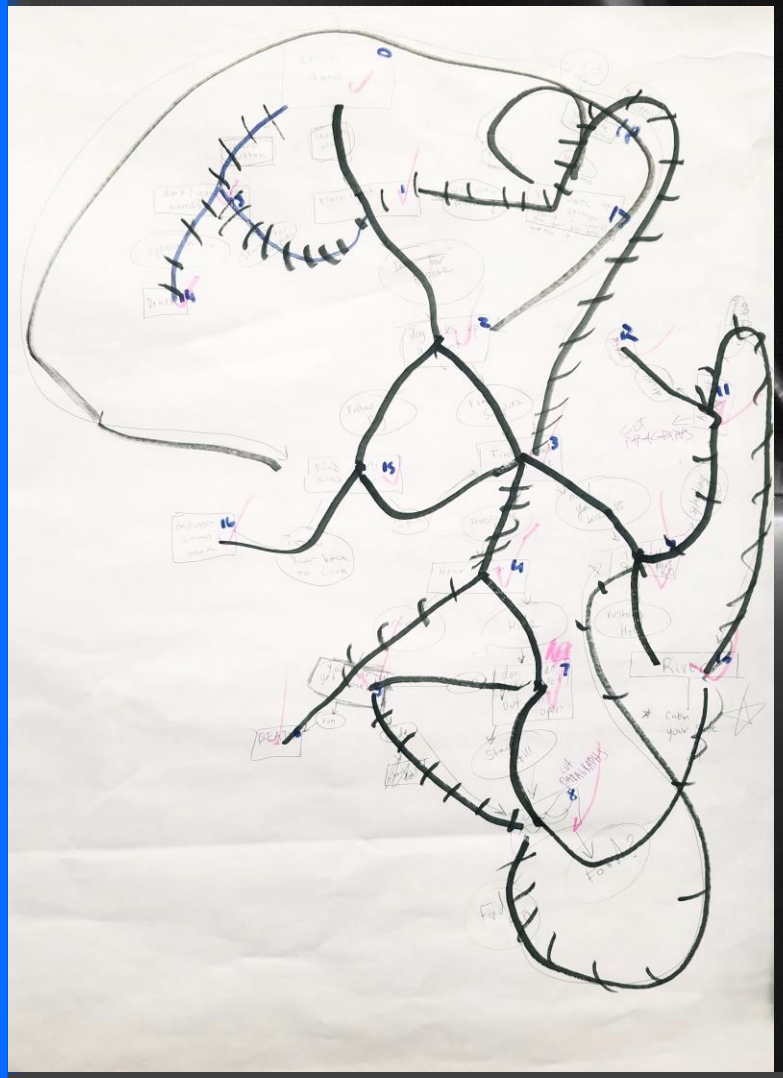
*We put the JavaScript inside a script and inside the story html.

*Looked at past projects and how they implemented python to store variables to a database.

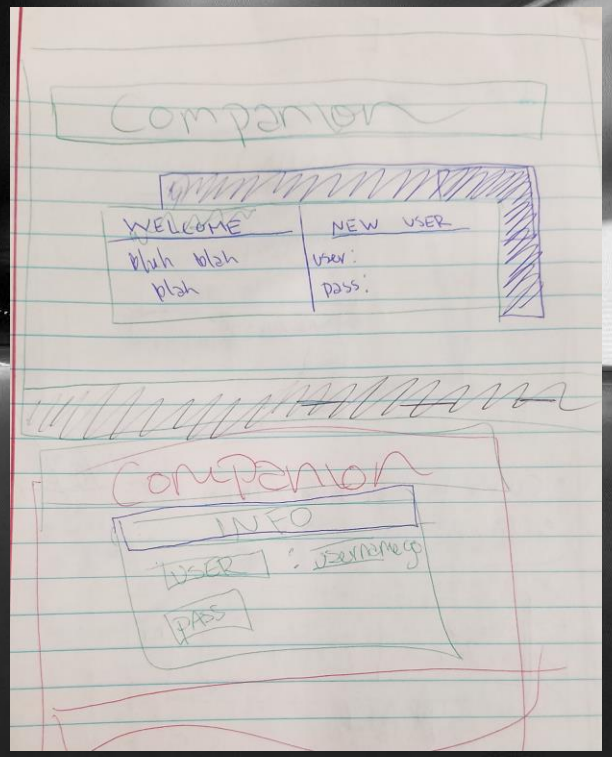
*Pulling constant feedback from my teammates and proofreading over multiple times.

ACCOMPLISHMENTS

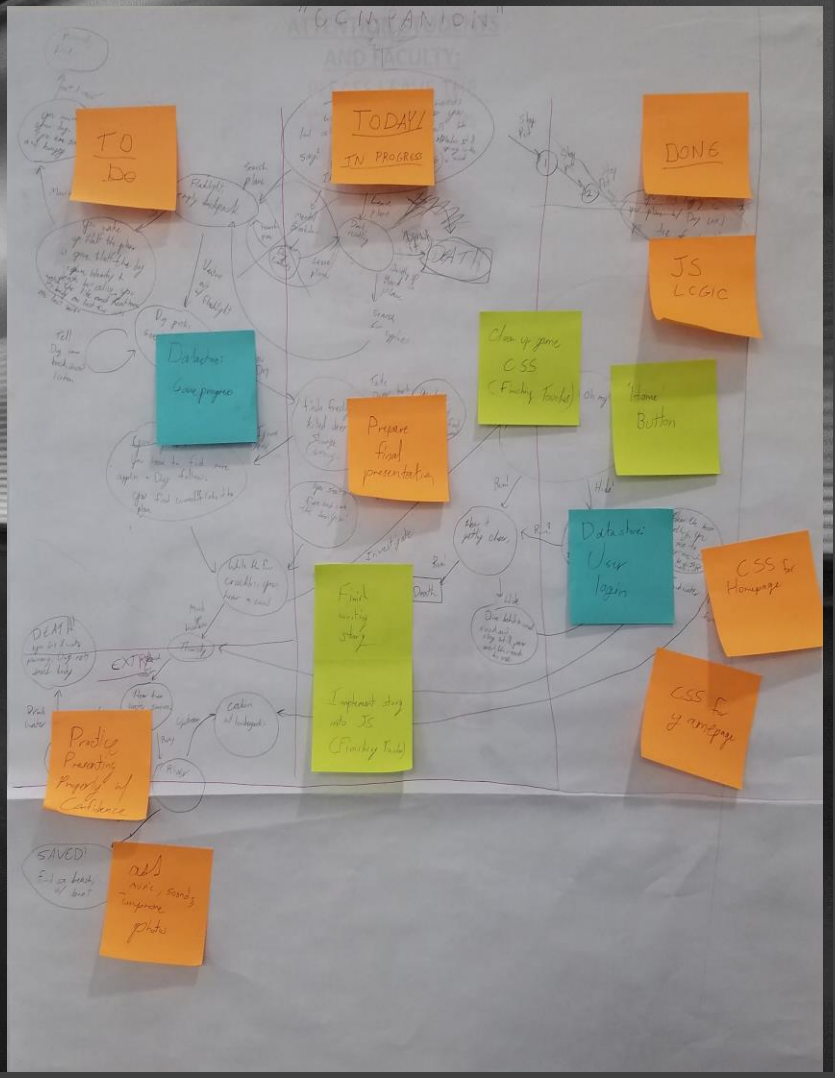
MAP



Format of the home page



Planning



Thankyou

ANY QUESTIONS?

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