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CS-126L Section 2436

LAB 2 - Gamebook Report

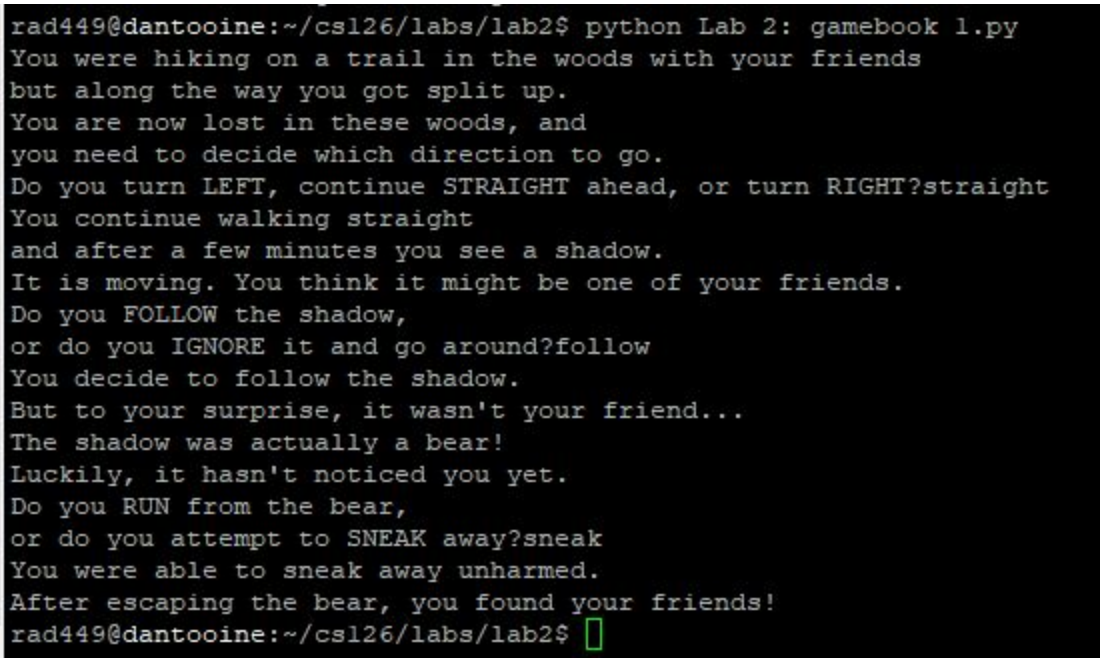
1. **Problem Statement:**
    - In this lab we had to create a Gamebook which features were creating choices that the user would have to decide on. These decisions would then led the user toward different story paths. The requirements were to have the user decide between three options and those options should generate two choices each and one should produce another choice to be decided. Print, input, and if/else statements were needed to allow the function to run properly.
    - The requirements were to create input and print statements in order for the program to create and run the story. If/else statements were necessary to allow the function to recognize decision points and what route to take based on what decision was picked.
    - Specific Functions-
        - Print
        - Input
        - If /else statements

2. **Planning:**
    - plan/write the story
    - Decide the different decision points, and decide how they will affect the story
    - Identify the inputs needed
    - Put what was on paper onto python code

3. **Implementing and testing:**

- We transferred the choices and story we decided onto pythons code. We formated our written story so that python could recognize what were the decision points and the options the user could pick from. We also added a comment that better explained the concept behind our gamebook story. After we decided on all decision points and made individual paths for those choices, it was time to test our code. We had to run it a couple of times, due to some syntax error and format issues. After some quick fixes, we were able to have our gamebook run smoothly.

- solution/test results:



4. **Reflection and Refactoring:**
    - Our final solution accomplished the goal of this lab. Our code was able to recognize the decisions points we branched off with and tell the story of the game book based on the user's decisions. We believe our code was written efficiently, since python was able to run all story paths. A way we could have changed our code would have been adding more unique endings. This would have allowed more variety to our code, instead of having an ending of dying or being reunited with the group.