

Project 1 Reflection

by Theodore Fong for W200

“A Night at Scooters”

Summary: This project was much more difficult than I expected, but I enjoyed incorporating some of the Python skills that I have learned and better understanding how classes and modules work from this hands-on project. The project that I designed is a game based upon a night at a bar that we call “Scooters”. I thought some of the outputs were fun to make as well as the time progression to represent the many things that could happen in a short period of time at any bar. The project started smoothly by following my design document proposal, but as the project progressed, I started to make errors. I had a tough time remembering the name of the variables, made typos, and inputted wrong variables. I also had difficulty fitting my code within the set amount of code lines so I had to take out the gender and state variables. In the future, I plan to spend more time in the design document so that it would be more useful in the coding. I also hope to expand upon this project to include gender roles and flirting as an activity.

Grading:

- Total line count: 521
 - Blank lines: 80
 - Documentation lines: 74 (42 doc strings, 32 comments)
 - Total lines of code: 371
- Week 2:
 - Typecast string from input to integer
 - used % and // in time evaluation
 - format variables pythonically
- Week 3: Mutability
- Week 4: While Loops for menu and game function to play the game
- Week 5:
 - 27 functions (person - 5; karaoke – 5; bar_game – 6; drinking – 2; dancing – 6; running the game - 3)
 - default parameters for functions like person.fun()
 - Used Try, Except, Raise Exceptions for input options
- Week 6:
 - Used `__init__()` for parent class and drinking class.
 - Used 2 import statements for sys and random
 - -1 use of `sys.exit()`
 - -14 uses of `random.random()`
- Week 7:
 - PEP-8 for styling
 - 5 Classes (Parent class = person, Child class = karaoke, bar_game, drinking, dancing)
- Week 8:
 - Class inheritance of time, fun_lvl, drink_lvl, and luck class variables

Tips for Playing while Grading:

- Works on PC. Not verified on Mac due to no Apple Products available to the creator.
- Type numbers if prompted, otherwise, follow the prompt guidance and type in the string for the action you wish to conduct
- Try to get your score above 75 before leaving ‘Scooters’
- Experiment with different Blood Alcohol Content (BAC)’s to increase your luck
- Due to random chance, which is affected by luck, doing the same activity twice will not necessarily mean the same outcome will occur
- Dancing and playing bar games take up the most time