PRESENTACIóN

01
IDEA

What I have based on to develop the interactive adventure. Explanation of what the game is about

02
TECHNICAL PART

Development of the use of Python in this exercise.
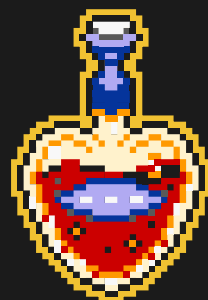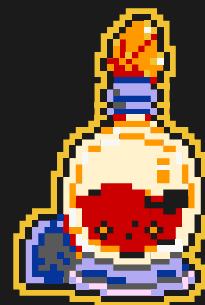This mini-quest has served as the main exercise to apply what has been learned in the introduction to Python

03
IMPROVEMENTS

Things that can be improved for the future, both in functionality and in implementing more advanced Python usage

01

IDEA

¿Why DUNGEONS & PYTHONS?

- Based on Colossal Cave Adventure (Willie Crowther, 1976) the first RPG for the computer

- This project is developed as an update of the Conversational Adventure genre, a type of videogame very famous in the 80s

- Dungeos&Pythons allows the player to choose his personalized character: name, race and profession. Depending on the decisions he chooses during the game, the developed narrative will change to be different for each run.

```
.RUN ADV11

WELCOME TO ADVENTURE!!  WOULD YOU LIKE INSTRUCTIONS?


YES
SOMEWHERE NEARBY IS COLOSSAL CAVE, WHERE OTHERS HAVE FOUND
FORTUNES IN TREASURE AND GOLD, THOUGH IT IS RUMORED
THAT SOME WHO ENTER ARE NEVER SEEN AGAIN. MAGIC IS SAID
TO WORK IN THE CAVE.  I WILL BE YOUR EYES AND HANDS. DIRECT
ME WITH COMMANDS OF 1 OR 2 WORDS.
(ERRORS, SUGGESTIONS, COMPLAINTS TO CROWTHER)
(IF STUCK TYPE HELP FOR SOME HINTS)


YOU ARE STANDING AT THE END OF A ROAD BEFORE A SMALL BRICK
BUILDING . AROUND YOU IS A FOREST. A SMALL
STREAM FLOWS OUT OF THE BUILDING AND DOWN A GULLY.


GO IN
YOU ARE INSIDE A BUILDING, A WELL HOUSE FOR A LARGE SPRING.

THERE ARE SOME KEYS ON THE GROUND HERE.

THERE IS A SHINY BRASS LAMP NEARBY.

THERE IS FOOD HERE.

THERE IS A BOTTLE OF WATER HERE.
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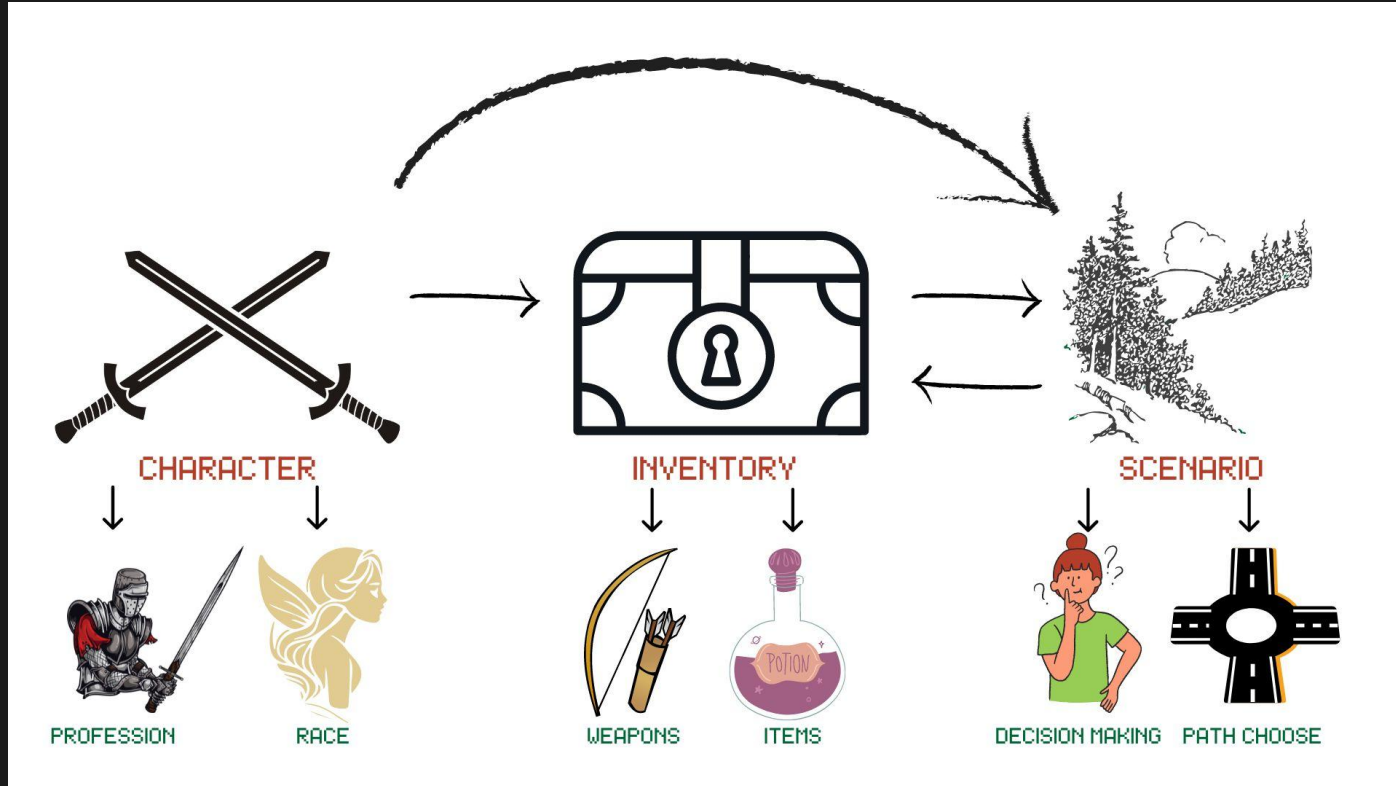
02

TECHNICAL PART

¿How D&P uses Python?

1. Use of different data structures such as lists and dictionaries. Use of built-in methods

2. Use of flow control: conditionals and loops.

3. Use of function definition to speed up the code and help future modification.

4. Implementation of Error Handling, to avoid code breakage

RUN

```
In [8]: introduccion()
        linebreaker()
        nombre = name()
        raza = race(razas)
        profesion = profession(profesiones)
        linebreaker()
        inicio_raza()
        inicio_profesion()
        linebreaker()
        interludio()
        arma = weapon(profesion)
        linebreaker()
        antes_del_lago()
        inventario = descanso()
        linebreaker()
        encuentro_dragon()
        antes_del_combate()
        linebreaker()
        combate_final()

Bienvenido a Dungeons&Pythons. Estás a punto de embarcarte en una emocionante aventura.

Como aventurero, podrás ponerte a prueba como héroe y ganar renombre en una tierra inhó

Pero primero, necesitarás decirme quien eres para poder dar tu primer paso...


*** *** *** *** *** *** *** *** *** *** *** *** *** *** ***
*** *** *** *** *** *** *** *** *** *** *** *** *** *** ***


¿Cuál es tu nombre?: olga
Elige tu raza: human@, elf@, enan@: enana
Elige tu profesión: guerrer@, hechicer@, pícar@: guerrera
```
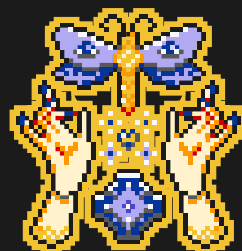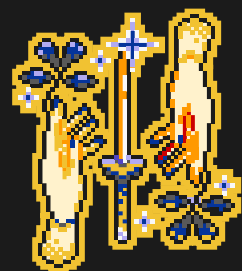
03

IMPROVEMENTS

What improvements will D&P have in the future?

- Better exploration: return to previous locations

- Better interaction: use items into scenarios

- More character features

- More choices to do and interact

¡GRACIAS!

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