

# T1A3 - Terminal App

**By Willem Gibson**

# App Overview

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# Main Menu

```
src — bash run.sh — bash — Python ◀ bash run.sh — 80x24

*      *      *
  *          *

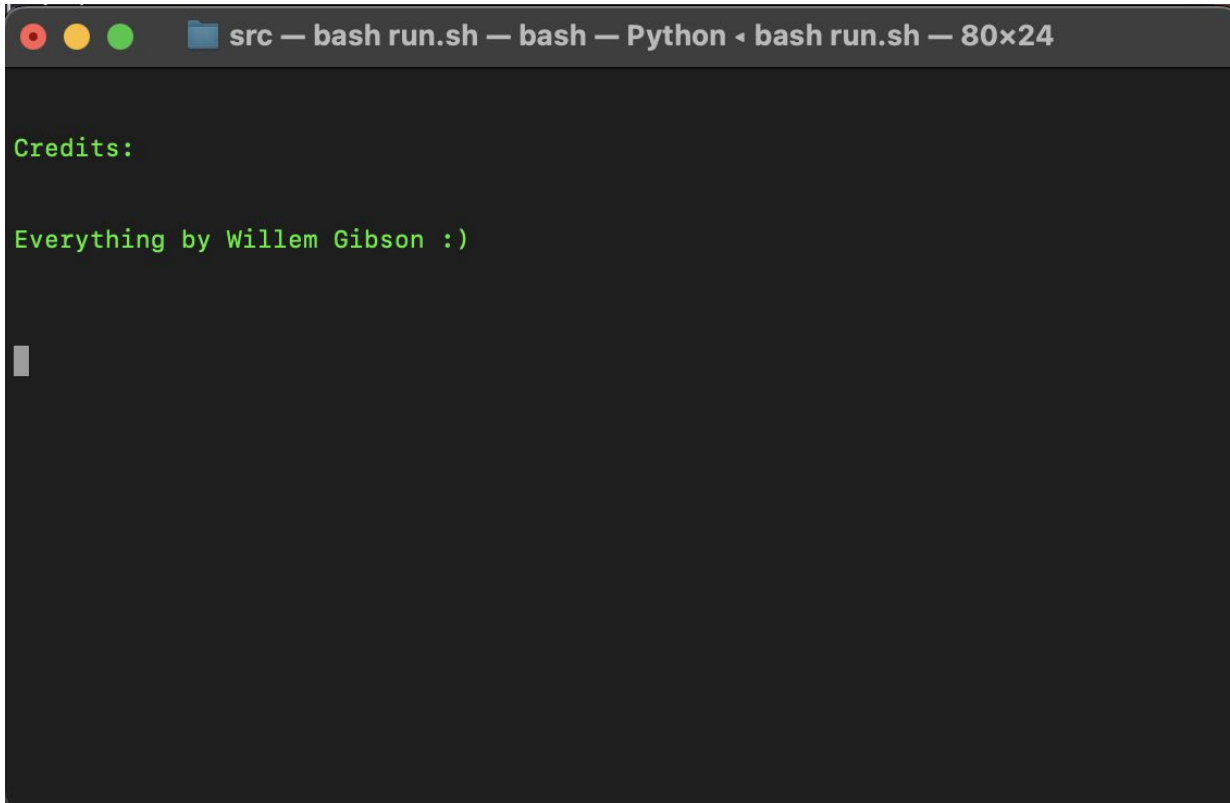
// Welcome to Venator //
-----
The universe awaits you!

*      *      *
  *          *

=====
1 Play
2 Credits
3 Quit
=====

Please enter your selection by number: █
```

# Credits

A terminal window with a dark background and a light gray title bar. The title bar contains three colored window control buttons (red, yellow, green) on the left, followed by a folder icon and the text "src — bash run.sh — bash — Python ◀ bash run.sh — 80x24". The terminal content is displayed in a light green monospace font. It shows the word "Credits:" on the first line, followed by "Everything by Willem Gibson :)" on the second line. A small gray cursor block is visible on the third line.

```
src — bash run.sh — bash — Python ◀ bash run.sh — 80x24

Credits:

Everything by Willem Gibson :)


```

# Story

```
src — bash run.sh — bash — Python · bash run.sh — 102×27

=====

Please enter your selection by number: 1

The distant hum of malfunctioning machinery echoes through the cold, desolate corridors of the abandoned space station. As you gradually regain consciousness, the dim emergency lights flicker, revealing the remnants of what was once a bustling hub of cosmic exploration. The metallic creaks and distant hisses underscore the eerie silence that now pervades the station.

Your surroundings appear foreign, a surreal dance of shadows cast by the dormant equipment that once served the station's inhabitants. Through the transparent walls, the vastness of space stretches out, dotted with stars like distant memories of a life once lived.

As you take in your surroundings, the weightlessness of microgravity envelops you, a constant reminder of the station's isolation in the cosmic void. Equipment, now eerily still, suggests an abrupt evacuation or a catastrophic event that led to the abandonment of this once thriving outpost.

The control panel in front of you blinks sporadically, its pale glow revealing cryptic symbols and unfamiliar controls. A holographic display flickers, attempting to convey an urgent message that fades in and out of coherence. A single word stands out: 'Escape!.'

Your journey begins here, a lone soul amidst the forgotten echoes of a cosmic mystery. The station's secrets await discovery, and the choices you make will unveil the untold story of its demise and determine your own fate in the cold expanse of the cosmos. The only certainty is that something lingers in the shadows, waiting to be uncovered.

Do you want to investigate the 'control room' or explore the 'living quarters':
```

```
src — bash run.sh — bash — Python · bash run.sh — 102×27

As you navigate through the corridors, you come across a sealed door labeled 'Living Quarters.' The entrance panel flickers hesitantly before reluctantly sliding open, revealing a scene frozen in time. The living quarters, once filled with life, now echo with an eerie stillness.

The living quarters consist of neatly organized sleeping pods, each with a small personal workstation. The soft glow of the emergency lights barely illuminates the area, casting long shadows across the room. As you sift through the personal belongings left behind, you discover handwritten notes, personal logs, and audio recordings.

Do you 'examine the personal logs' or 'search for supplies': examine the personal logs
```

# Code Overview

---

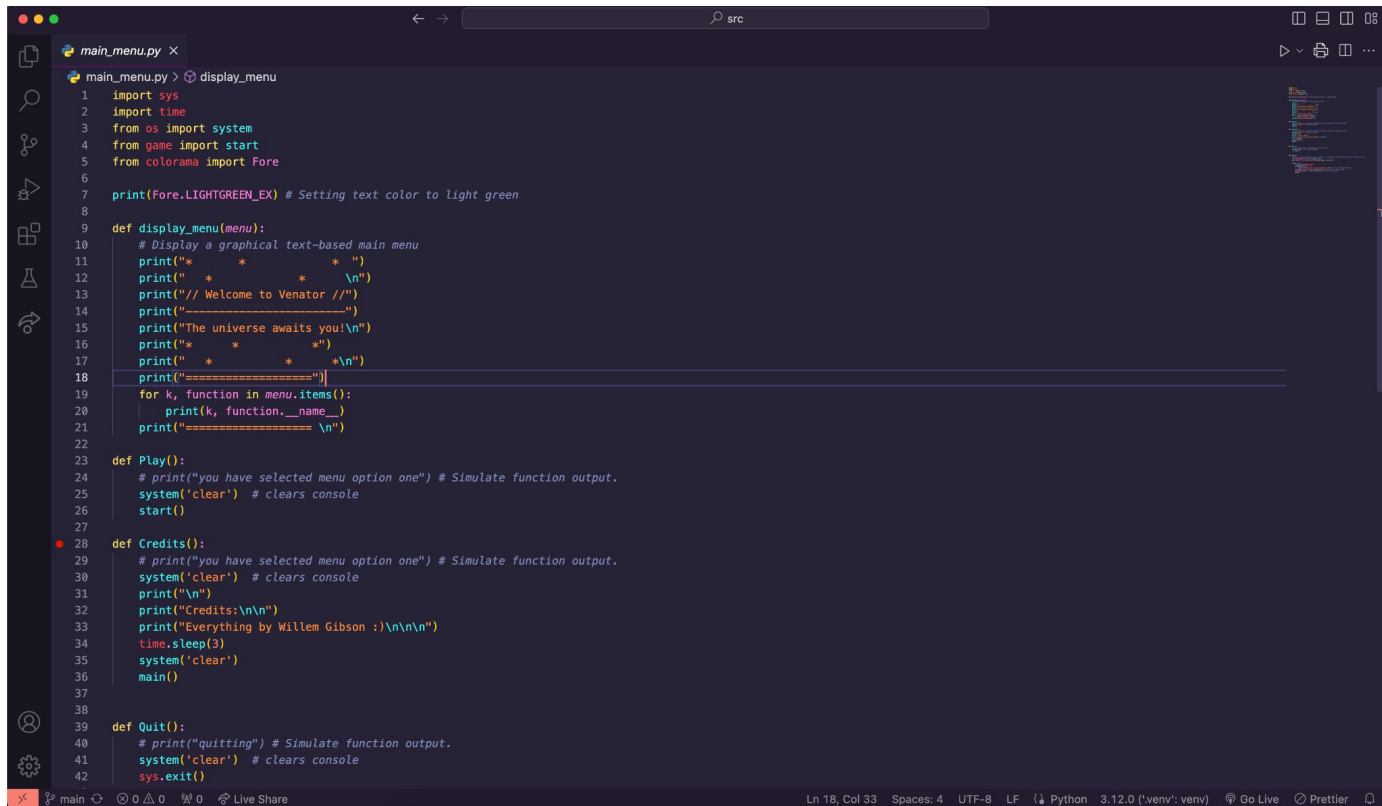
# Main.py

main.py ×

main.py

```
1  # Import
2  from main_menu import main
3
4  # Initialise main menu
5  if __name__ == "__main__":
6      main()
```

# main\_menu.py



```
1 import sys
2 import time
3 from os import system
4 from game import start
5 from colorama import Fore
6
7 print(Fore.LIGHTGREEN_EX) # Setting text color to light green
8
9 def display_menu(menu):
10     # Display a graphical text-based main menu
11     print("*      *      *")
12     print(" *      *      * \n")
13     print("// Welcome to Venator //")
14     print("-----")
15     print("The universe awaits you!\n")
16     print(" *      *      *")
17     print(" *      *      * \n")
18     print("=====")
19     for k, function in menu.items():
20         print(k, function.__name__)
21     print("===== \n")
22
23 def Play():
24     # print("you have selected menu option one") # Simulate function output.
25     system('clear') # clears console
26     start()
27
28 def Credits():
29     # print("you have selected menu option one") # Simulate function output.
30     system('clear') # clears console
31     print("\n")
32     print("Credits:\n\n")
33     print("Everything by Willem Gibson :)\n\n")
34     time.sleep(3)
35     system('clear')
36     main()
37
38
39 def Quit():
40     # print("quitting") # Simulate function output.
41     system('clear') # clears console
42     sys.exit()
```

Ln 18, Col 33 Spaces: 4 UTF-8 LF Python 3.12.0 (.venv: venv) Go Live Prettier



# game.py

```
game.py X
game.py > tunnels
import sys
import time
import random
from os import system
from colorama import Fore

print(Fore.LIGHTGREEN_EX) # Setting text color to light green

# Testing realistic typing feature
# try:
#     import time
#     import sys
#     import random
#
#     def typing(words):
#         words = "Hi"
#         for char in words:
#             time.sleep(random.choice(
#                 0.01, 0.011, 0.009, 0.007, 0.007,
#                 0.007, 0.01, 0.009, 0.005, 0.01
#             ))
#             sys.stdout.write(char)
#             sys.stdout.flush()
#             time.sleep(1)
#
#     typing("Hello World!")
# except:
#     print("It didn't Work")
#
# Creating typing effect in terminal
def typing(words):
    words = "Hi"
    for char in words:
        time.sleep(random.choice(
            0.01, 0.011, 0.009, 0.007, 0.007,
            0.007, 0.01, 0.009, 0.005, 0.01
        ))
        sys.stdout.write(char)
        sys.stdout.flush()
        time.sleep(1)
#
# Testing main decision control flow

# main
if __name__ == '__main__':
    # main loop
    # ...
```

```
game.py X
game.py > tunnels
# Defining all outcome variables
def control_room():
    typing("While looking around the Control Room you notice the entrance adorned with flickering emergency lights that intermittently reveal the vast array of control panels")
    cr_choice = input("Do you 'access main computer' or 'investigate control panels': ")
    #
    if cr_choice == "access main computer":
        system("clear")
        typing("Approaching the activated holographic display, you observe that the evacuation map remains visible, presumably depicting events that transpired in this location")
        time.sleep(5)
        system("clear")
        tunnels()
    elif cr_choice == "investigate control panels":
        system("clear")
        typing("You feel drawn to the numerous control panels around you. Among them, you spot a metallic panel labeled 'Medical Bay'")
        system("clear")
        medical_bay()
    else:
        typing("Please choose a valid option")
        system("clear")
        control_room()
#
def living_quarters():
    # Display the living quarters introduction
    typing("As you navigate through the corridors, you come across a sealed door labeled 'Living Quarters.'")
    typing("The living quarters consist of neatly organized sleeping pods, each with a small personal workspace")
    # Get user's choice
    lq_choice = input("Do you 'examine the personal logs' or 'search for supplies': ")
    #
    if lq_choice == "search for personal logs":
        system("clear")
        typing("These artifacts provide glimpses into the lives of the station's former inhabitants, their stories etched in digital records")
        typing("Shortly after making this discovery, a wave of nausea engulfs you, making it difficult to move forward")
        time.sleep(5)
        system("clear")
        medical_bay()
    elif lq_choice == "search for supplies":
        system("clear")
        typing("The living quarters also serve as a storage area for essential supplies. Crates of food, medical supplies, and tools are neatly organized on shelves")
        typing("While searching for provisions, a faint vibration resonates from the corridors behind you, suggesting an approaching presence")
        time.sleep(5)
        system("clear")
        control_room()
#
# Defining the introduction function and assigning the story intro to print
def start():
    # print("Welcome to the Space Station Simulation")
    #
    typing("The distant hum of malfunctioning machinery echoes through the cold, desolate corridors of the abandoned space station. As you gradually regain consciousness, the dimly lit surroundings appear foreign, a surreal dance of shadows cast by the dormant equipment that once served the station's inhabitants. Through the transparent walls, you can see the vast expanse of the cosmic void, a constant reminder of the station's isolation in the cosmic void. Equipment, now silent, hangs from the ceiling, its pale glow revealing cryptic symbols and unfamiliar controls. A holographic display flickers, attempting to show your journey, but the image is distorted, a mere echo of a forgotten mission. The station's secrets await discovery, and the choices you make will unveil its true nature.")
    time.sleep(5)
    choice = input("Do you want to investigate the 'control room' or explore the 'living quarters': ")
    #
    if choice == "control room":
        system("clear")
        control_room()
    elif choice == "living quarters":
        system("clear")
        living_quarters()
    else:
        typing("Please choose a valid option")
        system("clear")
        start()
#
# main
if __name__ == '__main__':
    start()
```

```
game.py X
game.py > tunnels
# Defining the introduction function and assigning the story intro to print
def start():
    # print("Welcome to the Space Station Simulation")
    #
    typing("The distant hum of malfunctioning machinery echoes through the cold, desolate corridors of the abandoned space station. As you gradually regain consciousness, the dimly lit surroundings appear foreign, a surreal dance of shadows cast by the dormant equipment that once served the station's inhabitants. Through the transparent walls, you can see the vast expanse of the cosmic void, a constant reminder of the station's isolation in the cosmic void. Equipment, now silent, hangs from the ceiling, its pale glow revealing cryptic symbols and unfamiliar controls. A holographic display flickers, attempting to show your journey, but the image is distorted, a mere echo of a forgotten mission. The station's secrets await discovery, and the choices you make will unveil its true nature.")
    time.sleep(5)
    choice = input("Do you want to investigate the 'control room' or explore the 'living quarters': ")
    #
    if choice == "control room":
        system("clear")
        control_room()
    elif choice == "living quarters":
        system("clear")
        living_quarters()
    else:
        typing("Please choose a valid option")
        system("clear")
        start()
#
# main
if __name__ == '__main__':
    start()
```