Choose Your Own Adventure

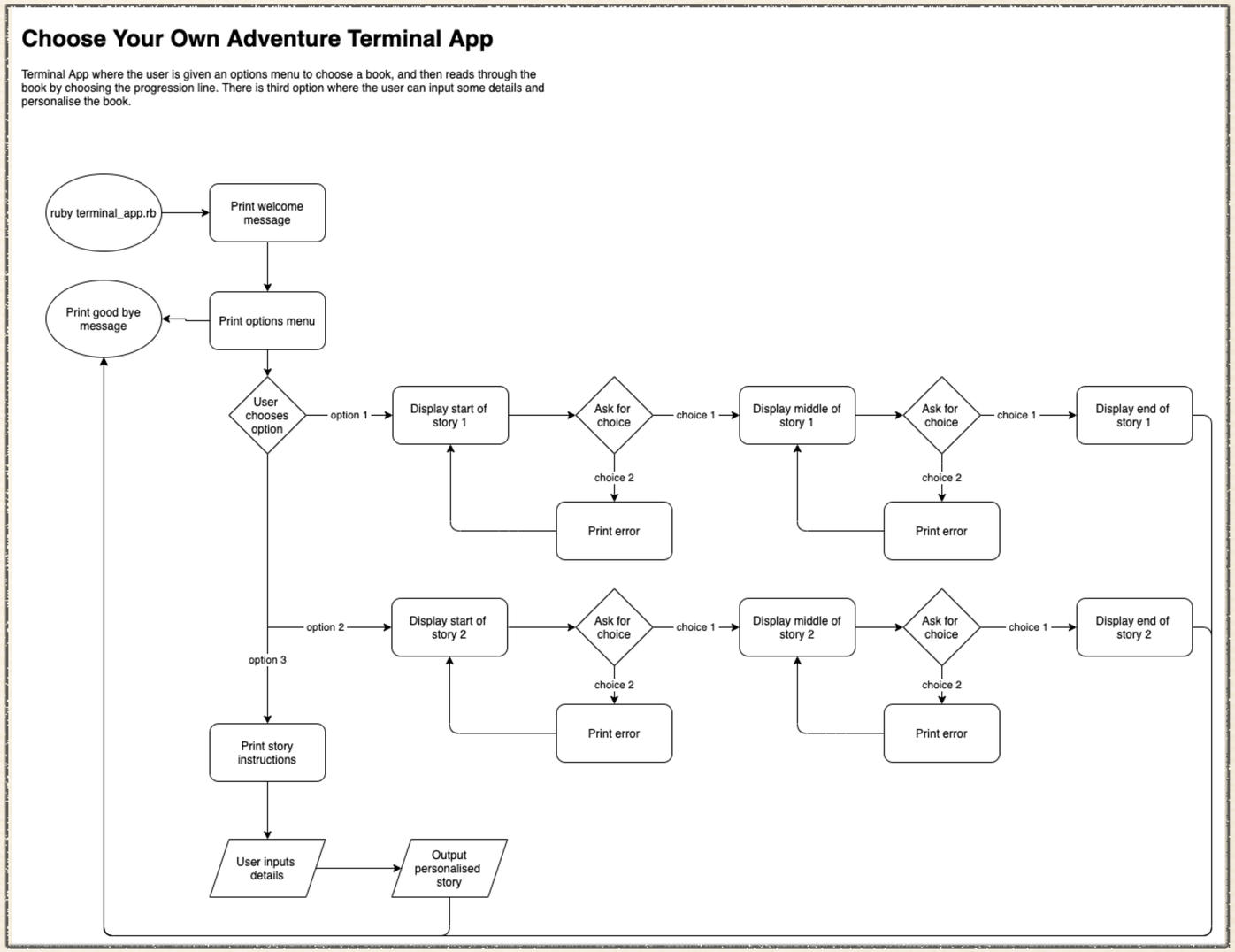
A Ruby Application for Terminal

by Ana Lazarevska

“An Overview of the Terminal Application”

Flowchart of the App

- One starting point
- Three ending points
- Four loops
- User input feature



The Welcome Screen

- Ruby Figlet Gem to write the Welcome message line by line

```
[Ana@Anas-MacBook src % ruby terminal_app.rb

__        __     _
\ \      / /  __ | |  __   __   _ __ __   __
 \ \ /\ / /  / _\| | / __| / _\ | '_ `_\  / _\
  \ v  v /  |  __/| || (__ | (_) || | | | || __/
   \_/\_/    \__|
```

- each_char method to type the rest of the welcome message one character at a time

```
__        __     _
\ \      / /  __ | |  __   __   _ __ __   __
 \ \ /\ / /  / _\| | / __| / _\ | '_ `_\  / _\
  \ v  v /  |  __/| || (__ | (_) || | | | || __/
   \_/\_/    \__||_| \__| \__/ |_| |_| |_| \__|

 _ __   __   __ _   __| |  __   _ __
| '__| / _\ / _` | / _` | / _\ | '__|
| |   |  __/| (_| || (_| ||  __/| |    _
|_|    \__| \__,_| \__,_| \__||_|   (_)
You are about to set on a reading adventure.
Where the story will
```

- Progression through the app is mainly done by pressing enter

```
|_|    \__| \__,_| \__,_| \__||_|   (_)
You are about to set on a reading adventure
Where the story will take you depends solel

Press enter to proceed.
```

The Menus

- One options menu at the start with two stories, one personal story, and exit

```
 _ __   ___   ___   __ _   ___ | |_   ___   _ __
| '__| / _ \ / _ `| / _` | / _ `| / _ \| '__|
| |    |  __/| (_| || (_| ||  __/| |    _
|_|     \___| \__,_| \__,_| \___||_|   (_)
You are about to set on a reading adventure.
Where the story will take you depends solely on you.

Press enter to proceed.

If you want to read a book choose option 1 or 2. If you want to personalise a book choose option 3. (Press ↑/↓ arrow to move and Enter to select)
‣ 1. The Adventure of the Crooked Coder
  2. The Adventure of the Ruby Gem
  3. Personalised Story
  4. Exit
```

- Two choices menu in each story

```
Try again! Press enter to continue.


 Who was Henry Wood? (Press ↑/↓ arrow to move and Enter to select)
‣ A coder in the Indian company 'Rebellion of 1857'.
  A local musician who did not want to perform at Nency and her husband's wedding.
```

The Stories

- Each story has three parts
- Progression is made by choosing an answer in the choices menu

```
If you want to read a book choose option 1 or 2. If you want to personalise a book choose option 3. 1. The Adventure of the Crooked Coder

You are reading 'The Adventure of the Crooked Coder'

 Nancy is the prime suspect of killing her coder husband. The husband has been moody and depressed occasionally in the past few years, and felt that Nancy doesn't reciprocate his
love. One evening Nancy went out with her neighbour and came back soon after. Unusually, she asked her maid for tea in a room she rarely used. Her husband heard her come back and
went to join her. His driver saw him enter the room, but that was the last time anyone saw him. The maid heard argument between the two when she brought the tea, and Nancy said th
e name David. Nancy also accused her husband that he is a coward. What the husband replied was not clear. The husband cried out, there was a crash, and Nancy screamed. The driver
entered the room through the window, found the man dead in his blood, and her fainted. He went to call police but found the key was not in the locked door from the inside. A club
was found that no one has seen before. Sherlock Holmes accepted the case, and he thinks there was third person in the room who took the key. Seems there was also an animal there,
carnivore (but it didn't attack the bird in the cage), and bigger than weasel. The neighbour revealed that when they went out they came across a bent, deformed old man with a wood
en box, that Nancy recognised and wanted to talk to, but soon after left annoyed. The description fits a certain Henry Wood.
```

```
Who was Henry Wood? A coder in the Indian company 'Rebellion of 1857'.

Correct! You are now reading part 2 of 'The Adventure of the Crooked Coder'

 He was a coder in the Indian company 'Rebellion of 1857', and was a rival to the husband for Nancy's hand. The husband in that time worked for the same company, and messed with H
enry's code, so Henry was fired, and later found out that the husband betrayed him so he could get Nancy. Living a tough life Henry became deformed, and went back to England as an
 old man. Accidentally he met Nancy that fatal day. He followed her home and saw the argument from the window. The husband saw Henry through the window and recognised him.

How did the husband die? (Press ↑/↓ arrow to move and Enter to select)
▸ When the husband saw Henry through the window he recognised him, got so terrified that he got internal bleeding and died.
  Henry struck him on the head with an Indian crickat bet.
```

```
How did the husband die? When the husband saw Henry through the window he recognised him, got so terrified that he got internal bleeding and died.

Correct! You are now reading part 3 of 'The Adventure of the Crooked Coder'

 When the husband saw Henry through the window he recognised him, got so terrified that he got internal bleeding and died, and Nancy fainted. Henry seeing what happened wanted to
get help, took the key, but decided to just flee so he would not become a suspect. He took his mongoose and went out through the window. In the process he lost his walking stick.
The coroner found out that the husband died before he hit his head on the table while falling down after experiencing the internal bleeding. David was reference to a biblical char
acter king who sent a love rival to war just to get his wife.

The End

Press enter to continue.
```

The Wrong Answers

- When choosing the wrong answer on the choices menu a short error message is displayed
- The error name is chosen to accompany the message

```
Who was Henry Wood? A local musician who did not want t
┌ ScriptError ──────────────────────────
│
│ Seriously? A musician who didn't
│ want to perform at their wedding??
│ You would not make a very good script
│ writer!
└───────────────────────────────────────
Try again! Press enter to continue.
```

```
Who was Henry Wood? A local musician who did not wa
┌ ScriptError ──────────────────────────
│
│ Seriously? A musician who didn't
│ want to perform at their wedding??
│ You would not make a very good script
│ writer!
└───────────────────────────────────────
Try again! Press enter to continue.
```

```
and sees his son doing something on the laptop?

What happened next? His dog starts barking and the
┌ NoMemoryError ────────────────────────
│
│ Who mentioned any dog in this story?
│ You have a bad memory!
└───────────────────────────────────────
Try again! Press enter to continue.
```

```
What did Sherlock Holmes find out? The son wantec
┌ FatalError ───────────────────────────
│
│ What a preposterous idea! No one can
│ be better coder than Alexander Holder!
└───────────────────────────────────────
Try again! Press enter to continue.
```

The Personalised Story

```
 |_|     \___| \__,_| \__,_| \___||_|    (_)
 You are about to set on a reading adventure.
 Where the story will take you depends solely on you.

 Press enter to proceed.

 If you want to read a book choose option 1 or 2. If you want to personalise a book choose option 3. 3. Personalised Story
Enter a female name (example: Nancy):
```

```
 |_|     \___| \__,_| \__,_| \___||_|    (_)
 You are about to set on a reading adventure.
 Where the story will take you depends solely on you.

 Press enter to proceed.

 If you want to read a book choose option 1 or 2. If you want to p
Enter a female name (example: Nancy):
1234
I need your answer but don't use numbers!
Enter a female name (example: Nancy):
```

- The users input details to make the story more to their taste
- Error handling implemented

```
                                  _
 _ __   ___   __ _   __| |  ___   _ __
| '__| / _ \ / _` | / _` | / _ \| '__|
| |   |  __/| (_| || (_| ||  __/| |    _
|_|    \___| \__,_| \__,_| \___||_|   (_)
 You are about to set on a reading adventure.
 Where the story will take you depends solely on you.

 Press enter to proceed.

 If you want to read a book choose option 1 or 2. If you want t
Enter a female name (example: Nancy):
1234
I need your answer but don't use numbers!
Enter a female name (example: Nancy):
0
I need your answer but don't use numbers!
Enter a female name (example: Nancy):
```

```
 | |   |  __/| (_| || (_| ||  __/| |    _
 |_|    \___| \__,_| \__,_| \___||_|   (_)
 You are about to set on a reading adventure.
 Where the story will take you depends solely on you.

 Press enter to proceed.

 If you want to read a book choose option 1 or 2. If you want to personalise
Enter a female name (example: Nancy):
1234
I need your answer but don't use numbers!
Enter a female name (example: Nancy):
0
I need your answer but don't use numbers!
Enter a female name (example: Nancy):

I need your answer but don't use numbers!
Enter a female name (example: Nancy):
```

The Personalised Story

- There are several questions that the user needs to answer
- Then the personalised story is displayed including the user input

```
I need your answer but don't use numbers!
Enter a female name (example: Nancy):
0
I need your answer but don't use numbers!
Enter a female name (example: Nancy):

I need your answer but don't use numbers!
Enter a female name (example: Nancy):
Ana
Enter a profession (example: coder):
```

```
I need your answer but don't use numbers!
Enter a female name (example: Nancy):
Ana
Enter a profession (example: coder):
archaeologist
Enter a male relation (example: husband):
friend
Enter a derogative word (example: coward):
dumb
Enter a male name and last name (example: Henry Wood):
John Smith
Enter a adjective for a country (example: Indian):
Brazilian
Enter a company name (example: Coder Academy):
Amazon
Enter a name of a country (example: England):
Vanuatu
Enter a species of animal (example: mongoose):
elephant

 A Personalised Adventure

 Ana is the prime suspect of killing her archaeologist friend. The friend has been moody and depressed occasionally in the past few years, and felt that Ana doesn't reciprocate hi
s love. One evening Ana went out with a neighbour and came back distressed. Ana and her friend had a fight and the friend accused her that she is dumb. The friend cried out, there
 was a crash, and Ana screamed. The driver entered the room through the window, found the friend dead in his blood, and her fainted. He went to call police but found the key was n
ot in the locked door from the inside. A club was found that no one has seen before. Sherlock Holmes accepted the case, and he thinks there was third person in the room who took t
he key. Seems there was also an animal there. The neighbour revealed that when they went out they came across a bent, deformed old man with a wooden box, that Ana recognised and w
anted to talk to, but soon after left annoyed. The description fits a certain John Smith.
        John Smith was a archaeologist in the Brazilian company 'Amazon', and was a rival to the friend for Ana's affection. The friend in that time worked for the same company, a
nd messed with John Smith's work, so John Smith was fired, and found out that the friend betrayed him to get closer to Ana. Living a tough life John Smith became deformed, and wen
t back to Vanuatu as an old man. Accidentally he saw Ana that fatal day. He followed her home and saw the argument from the window. The friend saw John Smith through the window an
d recognised him.
        When the friend saw John Smith through the window he got so terrified that he got internal bleeding and died, and Ana fainted. John Smith seeing what happened wanted to ge
t help, took the key, but decided to just flee so not to become a suspect. John Smith took his elephant and went out throughout the window. John Smith lost the walking stick. The
coroner found out that the friend died before hitting his head on the table while falling down after experiencing the internal bleeding.

 Press enter to continue.
```

The Inspiration

- Each story is inspired by a Sherlock Holmes book
- The names in the stories are taken directly from the original books
- I only changed some details of the original stories to fit a coding narrative
- All credit goes to Arthur Conan Doyle

```
acter king who sent a love rival to war just to get his wife.

 The End

 Press enter to continue.

 The story 'The Adventure of the Crooked Coder' was inspired by 'The Adventure of the Crooked Man' by Arthur Conan Doyle.

 Thank you for reading!
Ana@Anas-MacBook src %
```

```
e hacker gave him back the Gems.

 The End

 Press enter to continue.

 The story 'The Adventure of the Ruby Gem' was inspired by 'The Adventure of the Beryl Coronet' by Arthur Conan Doyle.

 Thank you for reading!
Ana@Anas-MacBook src %
```

```
        When the friend saw John Smith through the window he got so terrified that he got internal bleeding and died, and A
t help, took the key, but decided to just flee so not to become a suspect. John Smith took his elephant and went out throug
coroner found out that the friend died before hitting his head on the table while falling down after experiencing the inter

 Press enter to continue.

 The story 'A Personalised Adventure' was inspired by 'The Adventure of the Crooked Man' by Arthur Conan Doyle.

 Thank you for reading!
Ana@Anas-MacBook src %
```

The Inspiration

Reference:

Images taken from The Arthur Conan Doyle Encyclopaedia

https://www.arthur-conan-doyle.com/

- The Adventure of the Ruby Gem = The Adventure of the Beryl Coronet
- Main character = Alexander Holder

LOCATIONS

- Baker Street
- Waterloo
- Lachine villa
- North Camp, Aldershot
- Roman Catholic Church
- Guild of St George
- Watt Street Chapel
- Hudson Street

Towns

- Aldershot
- Darjeeling

Regions

- Punjab

Countries

- England
- India
- Nepal
- Crimea
- Ireland (Irish regiments)
- Afghanistan (Afghans)

CHARACTERS

- Sherlock Holmes
- John H. Watson
- Alexander Holder
- Lucy Parr
- Arthur Holder
- Mary Holder
- Sir George Burnwell
- Inspector and constable
- Francis Prosper

CHARACTERS

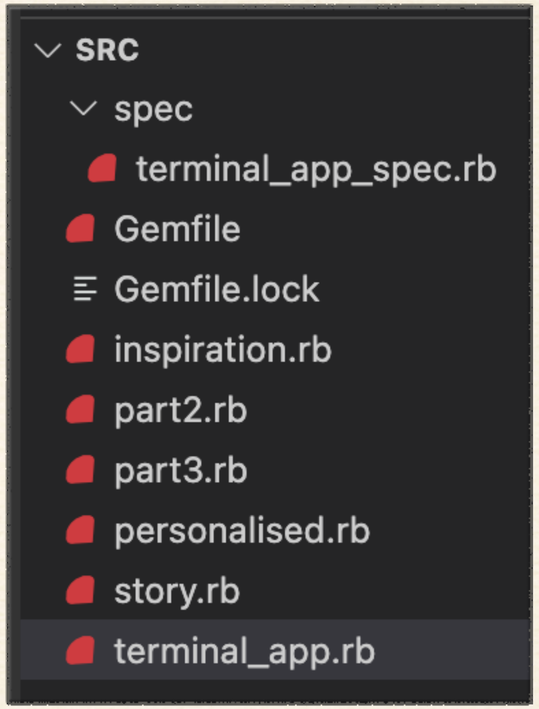
- Sherlock Holmes
- John H. Watson
- Jackson
- Colonel James Barclay of the Royal Mallows
- Mrs Barclay
- Nancy Devoy
- Major Murphy
- Miss Morrison
- Jane Stewart
- David
- Henry Wood aka Harry Wood
- Simpson
- Arab
- British workman
- Bhurtee
- Sikhs
- General Neill
- Teddy the mongoose
- Uriah
- Bathsheba
- Samuel
- Afghans

- The Adventure of the Crooked Coder = The Adventure of the Crooked Man
- Main character = Nancy

“An Overview of the Code”

File System

- Organised in several files



Ruby Gems

- Four Gems included:
  - Ruby Figlet
  - TTY Prompt
  - TTY Box
  - Colorize

```ruby
require 'ruby_figlet'
using RubyFiglet

require "tty-prompt"
prompt = TTY::Prompt.new

require "tty-box"

require 'colorize'
```

```ruby
welcome = "Welcome \n reader."
welcome.art!
```

```ruby
options = prompt.select("\n If you want to read a book choo
option 3.") do |title|
    title.choice "1. The Adventure of the Crooked Coder"
    title.choice "2. The Adventure of the Ruby Gem"
    title.choice "3. Personalised Story"
    title.choice "4. Exit"
end
```

```ruby
else
    box = TTY::Box.frame(width: 40, height: 8, title: {top_left: " NameError "}) do
        "\n Crickat bet? I bet you have a spelling error!"
    end
    print box
    puts "Try again! Press enter to continue.".colorize(:red)
    enter = gets
end
```

```ruby
    puts "\n Press enter to continue.".colorize(:red)
    enter = gets
    original1 = Inspiration.new("A Personalised Adventure", "The
    original1.inspired_by()
else
    puts "Thank you for reading!".colorize(:red)
end
```

The Loop

- Nested loops throughout the app
- Conditional statements included

```
case
when options == "1. The Adventure of the Crooked Coder"
    story1 = Story.new("The Adventure of the Crooked Coder", "Nancy is the prime suspect of killing her coder husband. The
    story1.display_details()
    loop do
        menu_story1_1 = prompt.select("\n Who was Henry Wood?") do |answer|
            answer.choice "A coder in the Indian company 'Rebellion of 1857'."
            answer.choice "A local musician who did not want to perform at Nency and her husband's wedding."
        end
        if menu_story1_1 == "A coder in the Indian company 'Rebellion of 1857'."
            story1_part2 = Part2.new("The Adventure of the Crooked Coder", "He was a coder in the Indian company ‘Rebellion
            story1_part2.display_details()
            loop do
                menu_story1_2 = prompt.select("\n How did the husband die?") do |answer|
                    answer.choice "When the husband saw Henry through the window he recognised him, got so terrified that h
                    answer.choice "Henry struck him on the head with an Indian crickat bet."
                end
                if menu_story1_2 == "When the husband saw Henry through the window he recognised him, got so terrified that
                    story1_part3 = Part3.new("The Adventure of the Crooked Coder", "When the husband saw Henry through the
                    story1_part3.display_details()
                    puts "\n Press enter to continue.".colorize(:red)
                    enter = gets
                    original1 = Inspiration.new("The Adventure of the Crooked Coder", "The Adventure of the Crooked Man", "
                    original1.inspired_by()
                    break
                else
                    box = TTY::Box.frame(width: 40, height: 8, title: {top_left: " NameError "}) do
                        "\n Crickat bet? I bet you have a spelling error!"
                    end
                    print box
                    puts "Try again! Press enter to continue.".colorize(:red)
                    enter = gets
                end
            end
        break
        else
            box = TTY::Box.frame(width: 40, height: 8, title: {top_left: " ScriptError "}) do
                "\n Seriously? A musician who didn’t want to perform at their wedding?? You would not make a very good scri
```

The Classes

- There are five classes defined in separate files:
  - Story
  - Part2
  - Part3
  - Inspiration
  - Personalised

```
class Inspiration
    def initialize(title, original_title, author)
        @title = title
        @original_title = original_title
        @author = author
    end
    def inspired_by()
        puts "\n The story '#@title' was inspired b
        puts "\n Thank you for reading!".colorize(:
    end
end
```

User Input and Error Handling

```
class PersonalisedStory
    def initialize(female_name, profession, male_relation, de
    adjective_of_a_country, company_name, another_country, an
        @female_name = female_name
        @profession = profession
        @male_relation = male_relation
        @derogative_word = derogative_word
        @male_name_and_last_name = male_name_and_last_name
```

- User input is included in the PersonalisedStory class
- Error handling is implemented in this class

```
def new_story()
    begin
        puts "Enter a female name (example: Nancy):"
        @female_name = gets.chomp
        if @female_name =~ /\d/ || @female_name == ""
            raise TypeError
        end
    rescue TypeError
        puts "I need your answer but don't use numbers!".colorize(:red)
    retry
        exit
    end
```

“A Review of the Development Process ”

Challenges

- Learning to work with Gems
- Deciding on the classes for my app
- Incorporating the nested loops
- Working with methods
- TDD
- Keeping the code DRY
- Finding a way to do user input that will fit the story
- Working with instance variables
- Working with regexp
- Error handling
- Deciphering the requirements for the assignment

Ethical Issues

- Feeling the pressure of not offending anyone with the text of my stories
- Sticking to my strengths and keeping my code simple to reflect my current coding knowledge
- Developing an app that is useful but also fun
- Accepting full responsibility for my work
- Giving credit where due

Favourite Parts

- Coming up with the whole idea
- Developing the stories
- Writing the code in one day (mostly)
- Working with Gems
- Working with nested loops
- Preparing the presentation slides
- Solving the challenging parts
- Ticking the tasks on Trello