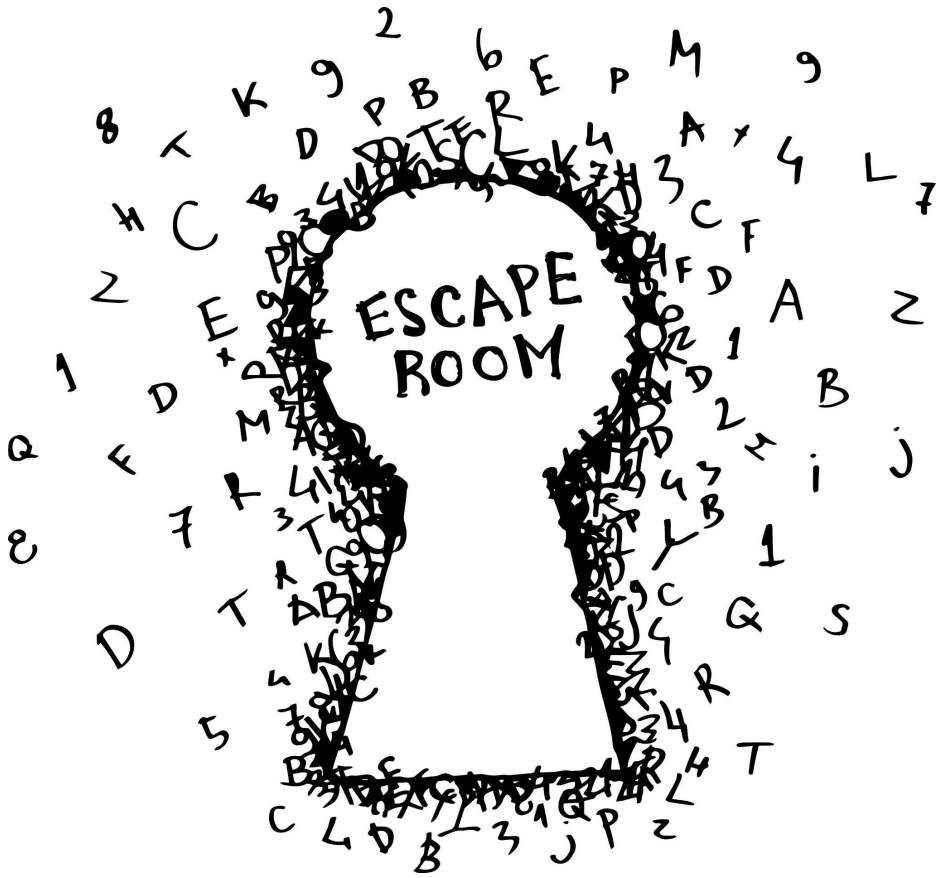

“Escape the room”

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1. Project Overview

The game’s structure:

- The game's structure is organized around rooms that the player can explore.
- Each room is separated in its own function and has its own set of objects to examine.
- The player interacts with the environment and the different parts of furniture inside each room by examining objects and trying to find keys to unlock doors and progress through the game.
- The game consists of four rooms with 4 different doors and for each door there is a specific key designed to open a specific door.
- By finding the four keys, the player will be able to escape the different rooms and eventually win the game.

1. Project Overview

The functions we have and how their importation

- The game is structured using functions, inside of which was a loop of conditional statements that check for the user input and compare it to existing lists/dictionaries to see the outcome of the user's turn. The gameflow runs through a variable reassignment loop that triggers different functions depending on what the user puts in until the loop is broken by the user either losing or beating the game.

The features we added to the game

- The addition of secrets to make the game more exciting.
- Error handling so that incorrect input doesn't jam the code.
- The user's ability to go between rooms using functions.
- A cool game end screen.

2. Technical Challenge

The most crucial technical challenge

- Managing the game's state and ensuring that the player's actions and progress were accurately tracked throughout the game.
- Managing the locked and unlocked doors through the game, and how the door should react when examined for both situations if the key for that door is found or not.
- Not leaving the code to be finished at 3 AM on a Tuesday.

2. Technical Challenge

The approach we used to overcome that challenge

- To overcome this challenge, we used a combination of loops, conditional statements, and variables to keep track of the player's location, collected items (keys), and game progress.
- Each room and object interaction was carefully structured to update the game state accordingly.
- Additionally, clear output messages were provided to guide the player and convey the current state of the game.
- This approach helped ensure that the game maintained coherence and allowed the player to progress through the rooms effectively.

3. Big mistake

The most significant mistake

Not splitting the code into functions from the start.

Leaving it to 3 AM on the day where I’m supposed to hand it in to complete.

3. Big mistake

The insights we obtained from it

Sometimes it’s better to do the harder thing first to have the correct starting point instead of making a rough draft and working back from there.

IE: Starting off by not having broke the project up into functions.

4. Demo

The link to our project

https://github.com/asche0001111/ironhack-quest-game-final

4. Demo

Thank you!

"The only limit to our realization of tomorrow will be our doubts of today."

- Franklin D. Roosevelt