

# TERMINAL APPLICATION

Welcome to...

by Benedicte Powell

\_T1A3\_

# WHAT IT IS?

**TRY NOT TO DIE** is a text based Choose Your Own Adventure game based on the CYOA books I read as a kid  
The user must follow through the story - making choices which either lead to death - or continue the story!

# WHY I MADE IT?

Choose Your Own Adventure Games are fun! And I enjoy games!  
A fun way to tell a story in a game format & keep the users attention with interaction.

# HOW IT IS USED:

GAME TITLE

GAME INSTRUCTIONS

USER INPUT NAME / PRONOUN

STORY STARTS

USER SELECTS CHOICE FROM PRESENTED OPTIONS

CHOICE LEADS TO NEXT STORY SEGMENT

THIS REPEATS...

UNTIL DEATH

OR WINNING!!!

START OVER OR EXIT

# A WALKTHROUGH OF MY TERMINAL APPLICATION : FEATURES...

## - MODULES:

- each story segment is contained in a module

## - IF/ELSE STATEMENTS:

- used for directing to the next story segment depending on the choice made
- used for making sure the user inputs the correct pronoun for grammar

## - WHILE & DO LOOPS:

- used for making sure the user cannot input over 35 letters in the name area.
  - used for TTY-Prompt choices
  - used for typewriter effect

## - TTY-PROMPT ( GEM ):

- used for user to select a choice and move onto the next segment of the story.

## - COLORIZE ( GEM ):

- used to colour text throughout the application.

## - RAINBOW ( GEM ):

- used to colour text and ascii art throughout the application.

## - ASCII ART ( GEM ):

- used to create “you have died” with a skull and crossbones image which appears when the users response results in death.

## - ARTII ( GEM ):

- used to create “CONGRATS!! YOU DIDN'T DIE” message when the user makes it to the end of the story without dying.

# WALKTHROUGH OF MY TERMINAL APPLICATION: LOGIC...

MODULES: to contain the story segments and methods to direct to different parts of the story

IF/ELSE STATEMENTS: for ease in directing the story depending on user choice and for making sure the user picks the correct pronoun for the best grammar results during the game

TTY-PROMPT: to limit user input & easier to handle than accounting for written responses

WHILE & DO LOOPS: for limiting user input to below 35 letters for a user name & menu choices for TTY-Prompt as well as for the typewriter effect

# APPLICATION TITLE IN CODE

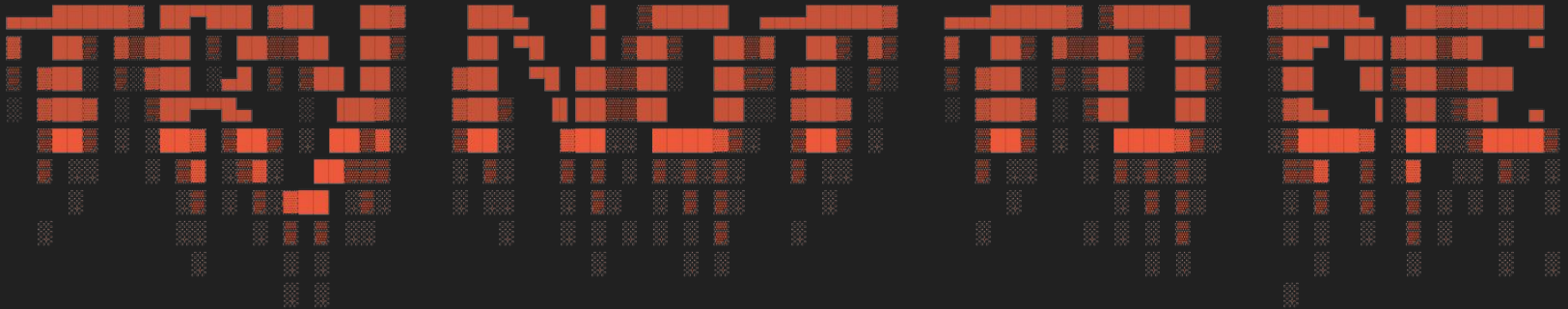
```

3  def title
4    puts "\n"
5    puts "
6    puts "
7    puts "
8    puts "
9    puts "
10   puts "
11   puts "
12   puts "
13   puts "
14   puts "
15 end
16

```

## APPLICATION TITLE IN GAME

Welcome to...



# TRELLO

This screenshot shows a Trello board titled "Try Not To Die T1A3" within "Benedicte Powell's workspace". The board is organized into five columns, each with a due date and a list of tasks:

- Complete by Tuesday 18th May**:
  - SOFTWARE DEVELOPMENT PLAN
  - DEVELOP A LIST OF FEATURES THAT WILL BE INCLUDED IN THE APP
  - WRITE STORY FOR APPLICATION
  - DEVELOP IMPLEMENTATION PLAN
- Complete by Wednesday 19th May**:
  - DEVELOP A DIAGRAM WHICH DESCRIBES THE CONTROL FLOW OF YOUR APP
- Complete by Thursday 20th May**:
  - IMPLEMENT FEATURES FROM SOFTWARE DEVELOPMENT PLAN
- Complete by Sunday 23rd**:
  - + Add a card
- Complete by Monday 24th**:
  - SLIDE DECK PRESENTATION
  - + Add another card

This screenshot shows the same Trello board after some progress has been made. The first column, "Complete by Tuesday 18th May", is now labeled "COMPLETED!!" and contains all four tasks from the previous view. The other columns remain the same:

- COMPLETED!!**:
  - SOFTWARE DEVELOPMENT PLAN
  - DEVELOP A LIST OF FEATURES THAT WILL BE INCLUDED IN THE APP
  - WRITE STORY FOR APPLICATION
  - DEVELOP IMPLEMENTATION PLAN
- Complete by Wednesday 19th May**:
  - DEVELOP A DIAGRAM WHICH DESCRIBES THE CONTROL FLOW OF YOUR APP
- Complete by Thursday 20th May**:
  - IMPLEMENT FEATURES FROM SOFTWARE DEVELOPMENT PLAN
- Complete by Sunday 23rd**:
  - + Add a card
- Complete by Monday 24th**:
  - SLIDE DECK PRESENTATION
  - + Add another card

Board

Try Not To Die

Open search

Benedicte Powell's workspace

Free

Workspace visible

Invite

Butler

Show menu

Complete by Wednesday 19th May

DEVELOP A DIAGRAM WHICH DESCRIBES THE CONTROL FLOW OF YOUR APP

+ Add another card

Complete by Thursday 20th May

IMPLEMENT FEATURES FROM SOFTWARE DEVELOPMENT PLAN

+ Add another card

Complete by Sunday 23rd

+ Add a card

Complete by Monday 24th

SLIDE DECK PRESENTATION

+ Add another card

Complete by Tuesday 25th

DESIGN TWO TESTS FOR TDD \

+ Add another card

Board

Try Not To Die T1A3

Benedicte Powell's workspace

Free

Workspace visible

Invite

Butler

Show menu

COMPLETED

IMPLEMENT FEATURES FROM SOFTWARE DEVELOPMENT PLAN

+ Add another card

Complete by Monday 24th

SLIDE DECK PRESENTATION

+ Add another card

Complete by Tuesday 25th

DESIGN TWO TESTS FOR TDD \

+ Add another card

Complete by Wednesday 26th

DESIGN A HELP DOCUMENTATION

UTILISE DEV TOOLS TO FACILITATE EXECUTION OF APP

+ Add another card

OTHER

MAKE REGULAR COMMITS (20)

Push all commits

Provide full attribution to sources

+ Add another card



Board

Try Not To Die T1A3

Benedicte Powell's workspace

Free

Workspace visible

Invite

Butler

Show menu

COMPLETED

IMPLEMENT FEATURES FROM SOFTWARE DEVELOPMENT PLAN

+ Add another card

Complete by Monday 24th

SLIDE DECK PRESENTATION

+ Add another card

Complete by Tuesday 25th

DESIGN TWO TESTS FOR TDD \

+ Add another card

Complete by Wednesday 26th

DESIGN A HELP DOCUMENTATION

UTILISE DEV TOOLS TO FACILITATE EXECUTION OF APP

+ Add another card

OTHER

MAKE REGULAR COMMITS (20)

Push all commits

Provide full attribution to sourced references

+ Add another card

Board

Try Not To Die T1A3

Benedicte Powell's workspace

Free

Workspace visible

Invite

Butler

COMPLETED

SLIDE DECK PRESENTATION

+ Add another card

Complete by Tuesday 25th

DESIGN TWO TESTS FOR TDD \

+ Add another card

Complete by Wednesday 26th

DESIGN A HELP DOCUMENTATION

UTILISE DEV TOOLS TO FACILITATE EXECUTION OF APP

+ Add another card

OTHER

MAKE REGULAR COMMITS (atleast 20)

Push all commits

Provide full attribution to sourced references

+ Add another card

COMPLETED

DEVELOP A DESIGN THAT DESCRIBES THE STRUCTURE OF YOUR APP

+ Add another card

Board

Try Not To Die T1A3

Benedicte Powell's workspace

Free

Workspace visible

Invite

Butler

Show menu

Complete by Tuesday 25th

DESIGN TWO TESTS FOR TDD \

+ Add another card

Complete by Wednesday 26th

DESIGN A HELP DOCUMENTATION

UTILISE DEV TOOLS TO FACILITATE EXECUTION OF APP

+ Add another card

OTHER

MAKE REGULAR COMMITS (atlea: 20)

Push all commits

Provide full attribution to sourced references

+ Add another card

COMPLETED

DEVELOP A DIAGRAM WHICH DESCRIBES THE CONTROL FLOW OF YOUR APP

+ Add another card

COMPLETED

SLIDE DECK PRESEN

+ Add another card

Board

Try Not To Die T1A3

Benedicte Powell's workspace

Free

Workspace visible

Invite

Butler

Show menu

Complete by Wednesday 26th

DESIGN A HELP DOCUMENTATION

UTILISE DEV TOOLS TO FACILITATE EXECUTION OF APP

+ Add another card

OTHER

MAKE REGULAR COMMITS (atleast 20)

Push all commits

Provide full attribution to sourced references

+ Add another card

COMPLETED

DEVELOP A DIAGRAM WHICH DESCRIBES THE CONTROL FLOW OF YOUR APP

+ Add another card

COMPLETED

DESIGN TWO TESTS FOR TDD \

+ Add another card

COMPLETED

SLIDE DECK PRESENTATION

+ Add another card

Board

Try Not To Die T1A3

Benedicte Powell's workspace

Free

Workspace visible

Invite

CURRENTLY WORKING ON

DESIGN A HELP DOCUMENTATION

UTILISE DEV TOOLS TO FACILITATE EXECUTION OF APP

+ Add another card

COMPLETED

DEVELOP A DIAGRAM WHICH DESCRIBES THE CONTROL FLOW OF YOUR APP

+ Add another card

COMPLETED

MAKE REGULAR COMMITS (atleast 20)

Push all commits

Provide full attribution to sourced references

+ Add another card

COMPLETED

DESIGN TWO TESTS FOR TDD

+ Add another card

## WHILE LOOP USED TO PREVENT USER FROM NAMES LONGER THAN 35 LETTERS

```
#user input for name
def yourname
  yourname = gets.chomp
  while yourname.length >= 35
    puts "Sorry, that's too long, try again".magenta
    yourname = gets.chomp
  end
  return yourname
end
#def yourname end
end
```

## IF AND ELSE STATEMENTS USED TO MAKE SURE CORRECT PRONOUN IS USED FOR BEST GRAMMATICAL OUTCOME IN STORY

```
#user input for pronoun
def yourpronoun
  yourpronoun = gets.chomp
  if yourpronoun == "her"
    return yourpronoun
  elsif yourpronoun == "his"
    return yourpronoun
  elsif yourpronoun == "their"
    return yourpronoun
  else
    puts "please use one of the suggested pronouns for grammar reasons :D".magenta
    yourpronoun = gets.chomp
  end
end
#def pronoun end
end
```

# DEMO OF USER INPUT & HOW IT WORKS

## HOW TO PLAY:

Welcome to TRY NOT TO DIE ... This is a story based game in which YOU, yes you, choose your own fate. Follow through the story and try to navigate to the end without dying!

\*\*\*PLEASE NOTE: This game works best in full screen!

What should we call you?

sdhgfjkhdsghgfdkjhsfgdkjhghkjhsdfgkjhsghkjhsfdgksjhfd

Sorry, that's too long, try again

Bene

Ok, Bene, and what is your preferred pronoun? \*her/their/his?



# MODULES CONTAIN: STORY SEGMENTS & METHODS TO LEAD TO NEXT PART OF THE STORY

```
42 # this module presents when the user selects "escape down the manhole to your right?"
43 ▾ module Pt1ch1
44
45 ▾ def self.text_pt1ch1(name, pronoun)
46     return anim("\n
47     #{name} pulls the lid off the manhole and fumbles for the ladder,
48     the brisk air has made #{name}'s hands cold and they fail to get a good grip,
49     slipping and falling for what seems like hours...
50     then the cold harsh slam of #{name}'s body echoes through the quiet streets above.
51     #{name} HAS DIED.")
52 end
53
54 ▾ def self.text(name, pronoun)
55     #divider
56     puts Rainbow("-----").lightcoral
57     # ascii art image appears when death results
58     a = AsciiArt.new("/Users/bonepile/Desktop/BenedictePowell_T1A3/DOCS/skullbones.png")
59     print a.to_ascii_art(width: 50).light_red
60     prompt = TTY::Prompt.new
61 ▾ option = prompt.select("* What would you like to do?") do |menu|
62     menu.choice "start over"
63     menu.choice "exit the game"
64 end
```

## METHODS CONTAIN: TTY-PROMPT, DO LOOP & 'IF AND ELSE' STATEMENTS RESPECTIVELY: LET USER PICK A CHOICE AND THEN LEAD USER TO NEXT STORY SEGMENT DEPENDING ON THAT CHOICE

```
89
90     def self.text(name, pronoun)
91         #divider
92         puts Rainbow("-----").lightcoral
93         prompt = TTY::Prompt.new
94         option = prompt.select("*What would you like to do?") do |menu|
95             menu.choice "tell the man you'd be happy to let him tag along on your journey"
96             menu.choice "say nothing and keep going on your way?"
97             menu.choice "politely decline... this guy is creepy"
98             menu.choice "exit the game"
99         end
100         if option == "tell the man you'd be happy to let him tag along on your journey"
101             puts Pt2ch21.text_pt2ch21(name, pronoun)
102             Pt2ch21.text(name, pronoun)
103         elsif option == "say nothing and keep going on your way?"
104             puts Pt2ch22.text_pt2ch22(name, pronoun)
105             Pt2ch22.text(name, pronoun)
106         elsif option == "politely decline... this guy is creepy"
107             puts Pt2ch23.text_pt2ch23(name, pronoun)
108             Pt2ch23.text(name, pronoun)
109         else option == "exit the game"
110             return
111         end
112     end
113 end
114
```



## METHOD USED TO DEFINE ANIMATION TO MAKE TEXT WRITE LIKE A TYPEWRITER

```
1  #typewriter effect animation effect
2
3  def typewriter(string)
4      string.each_char do |n|
5          print n
6          slt = rand(0.02..0.08) #wait between letters
7          sleep(slt)
8      end
9      print "\n"
10     sltime
11 end
12
13 def sltime
14     time = rand(0.5..1.5) #wait between lines
15     sleep(time)
16 end
17
```

### HOW TO PLAY:

Welcome to TRY NOT TO DIE ... This is a story based game in which YOU, yes you, choose your own fate.  
Follow through the story and try to navigate to the end without dying!

\*\*\*PLEASE NOTE: This game works best in full screen!

What should we call you?

Bene

Ok, Bene, and what is your preferred pronoun? \*her/their/his?

her

Alright, Bene, nice to meet you! Let's get started!

...

It was a cold, dark night...

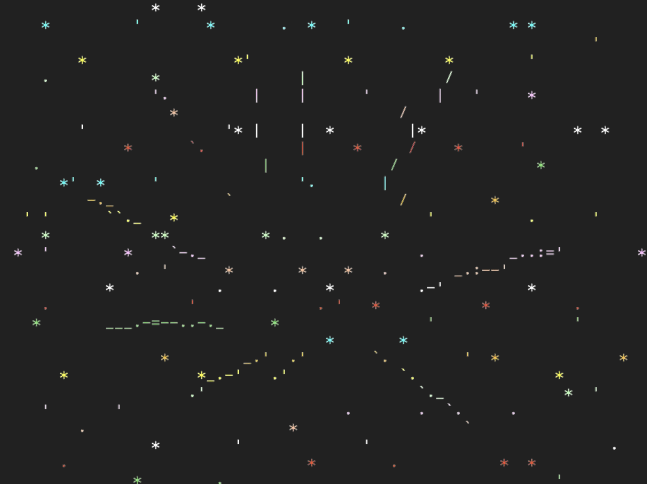
A brisk breeze cuts through Bene's woolen coat and sends a █

# FINAL RESPONSE FOR WINNING IN CODE

```
16
17 def congrats
18   a = Artii::Base.new
19   puts a.asciify("CONGRATS!!").magenta
20   puts a.asciify("YOU DIDN'T DIE").magenta
21   puts Rainbow("      * *").aliceblue
22   puts Rainbow(" *      * *").aqua
23   puts Rainbow("      * *").darkorange
24   puts Rainbow(" *      *").gold
25   puts Rainbow("      *").palegreen
26   puts Rainbow("      *").violet
27   puts Rainbow("      *").darksalmon
28   puts Rainbow("      *").cornsilk
29   puts Rainbow("      *").firebrick
30   puts Rainbow("      *").limegreen
31   puts Rainbow("      *").aqua
32   puts Rainbow("      *").darkorange
33   puts Rainbow("      *").gold
34   puts Rainbow("      *").palegreen
35   puts Rainbow("      *").violet
36   puts Rainbow("      *").darksalmon
37   puts Rainbow("      *").cornsilk
38   puts Rainbow("      *").firebrick
39   puts Rainbow("      *").limegreen
40   puts Rainbow("      *").aqua
41   puts Rainbow("      *").darkorange
42   puts Rainbow("      *").gold
43   puts Rainbow("      *").palegreen
44   puts Rainbow("      *").violet
45   puts Rainbow("      *").darksalmon
46   puts Rainbow("      *").cornsilk
47   puts Rainbow("      *").firebrick
48   puts Rainbow("      *").limegreen
49   puts Rainbow("Enjoy your three wishes & thanks for playing!!").cornflower
50 end
51
52
```

CONGRATS!!

YOU DIDN'T DIE



# FINAL RESPONSE FOR WINNING IN GAME

# CHALLENGES, ETHICAL ISSUES, FAVOURITE PARTS

## CHALLENGES :

Gem installation issues  
Organisational skills  
Limiting story

## ETHICAL ISSUES :

Didn't run into any

## FAVOURITE PARTS :

Making ascii art and text  
Coloring the text in the program  
Typewriter effect  
Overall making something that  
actually worked... so far



**THANKS FOR LISTENING**