**CMPU 2016 Object Oriented Programming**

TU857-2

2024-25, Semester 1: Python with Sunder Ali Khowaja

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**Lab 2: Introduction to Mystery Adventure Game Development**

**Lab Objective:** In this lab, you will enhance the provided Python code by incorporating more interactive elements into the introduction of the mystery adventure game. Additionally, you will modify the menu options to switch from "s" for start to "c" for continue once the game has begun. This lab reinforces the application of basic Python programming, user input handling, and if-else statements.

**Lab Duration**: 2 hours.

**Lab Instructions**: Complete the following tasks, then answer the lab quiz which requires you to upload your Python file.

**Lab Tasks:**

1. Review the Provided Code:

* Open the provided Python code and familiarize yourself with its structure, comments, and methods. This component is guided by the lab’s TA.

1. Enhance the Introduction:

* Before changing the code, change the author and date elements in the description.
* I suggest that you also have the Python cheat sheet open if you need a reference to some Python language. You can also use the [official Python language documentation](https://docs.python.org/3/library/index.html).
* Modify the **start\_game** method to make the introduction more immersive by adding descriptive text and intriguing plot elements.

1. Implement Door Investigation:

* Within the **start\_game** method, prompt the player to choose between two doors using numerical input (1 or 2). What’s in the room through each door provides additional clues to solving the mystery.
* Based on the player's choice, print different narrative outcomes to engage their curiosity.

1. Modify Menu Options:

* Modify the menu options in the **update** method to reflect the current game state:
  + If the game has not started, provide options for "s" (start) and "q" (quit).
  + Once the game has started, provide options for "c" (continue) and "q" (quit).

1. Test Your Modifications:

* Run the modified code and ensure that your enhancements are functioning as expected.

1. Answer the quiz questions and upload your code. This lab is marked. Student-peer assistance is encouraged as part of this course. This means, if you want to discuss the questions with your peers before submitting, this is acceptable. If you prefer not to discuss your solutions with your peers, this is also acceptable.

A possible solution is available from tomorrow on. The solution code will be discussed in the next lecture. Your solution will likely differ from mine. If you fulfil the task description this is not a problem and is to be expected as we all interpret creative tasks differently. If you have questions after reviewing the solution, please contact me asap via email: [SunderAli.Khowaja@tudublin.ie](mailto:SunderAli.Khowaja@tudublin.ie)