

ESCAPE ROOM

Group project

Work done by Bru, Clara,
Eliska & Mark

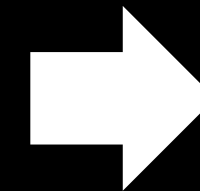


PROJECT OVERVIEW

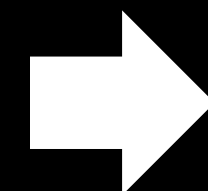
Structure

Created
disctionaries for:

- rooms
- items
- doors
- keys



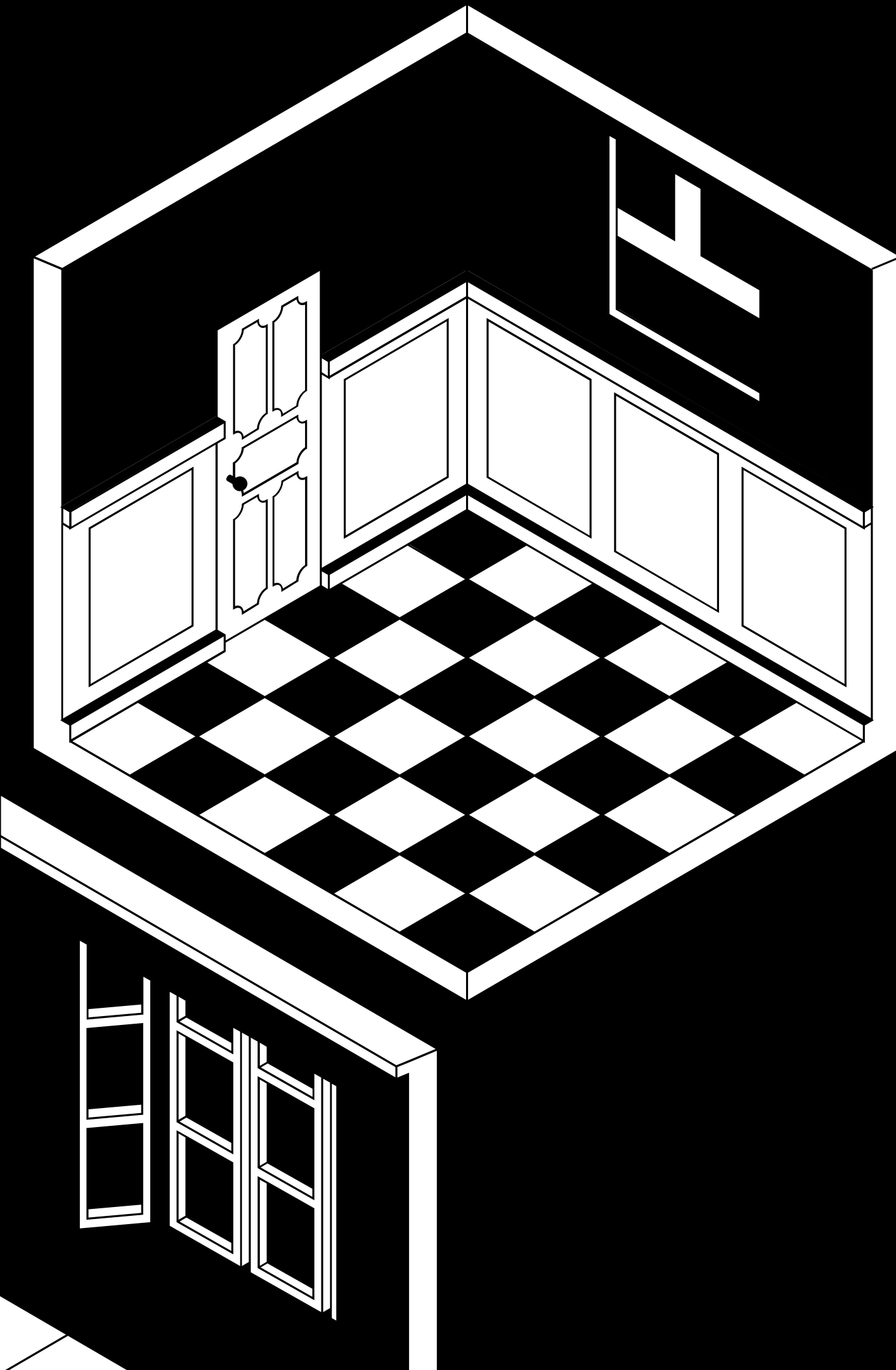
• room
transitions



• game state



For flow control

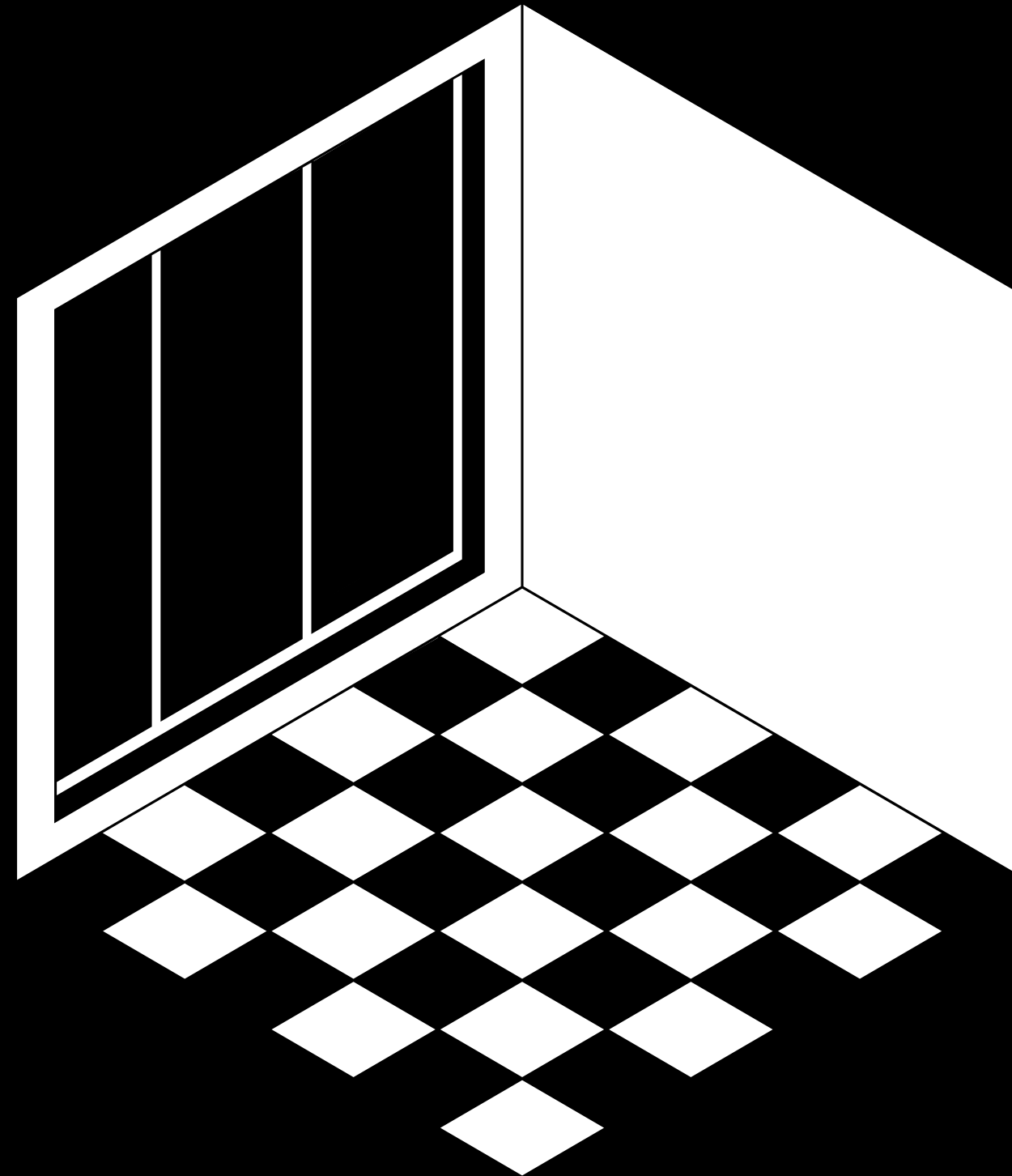


PROJECT OVERVIEW

Functions & Features

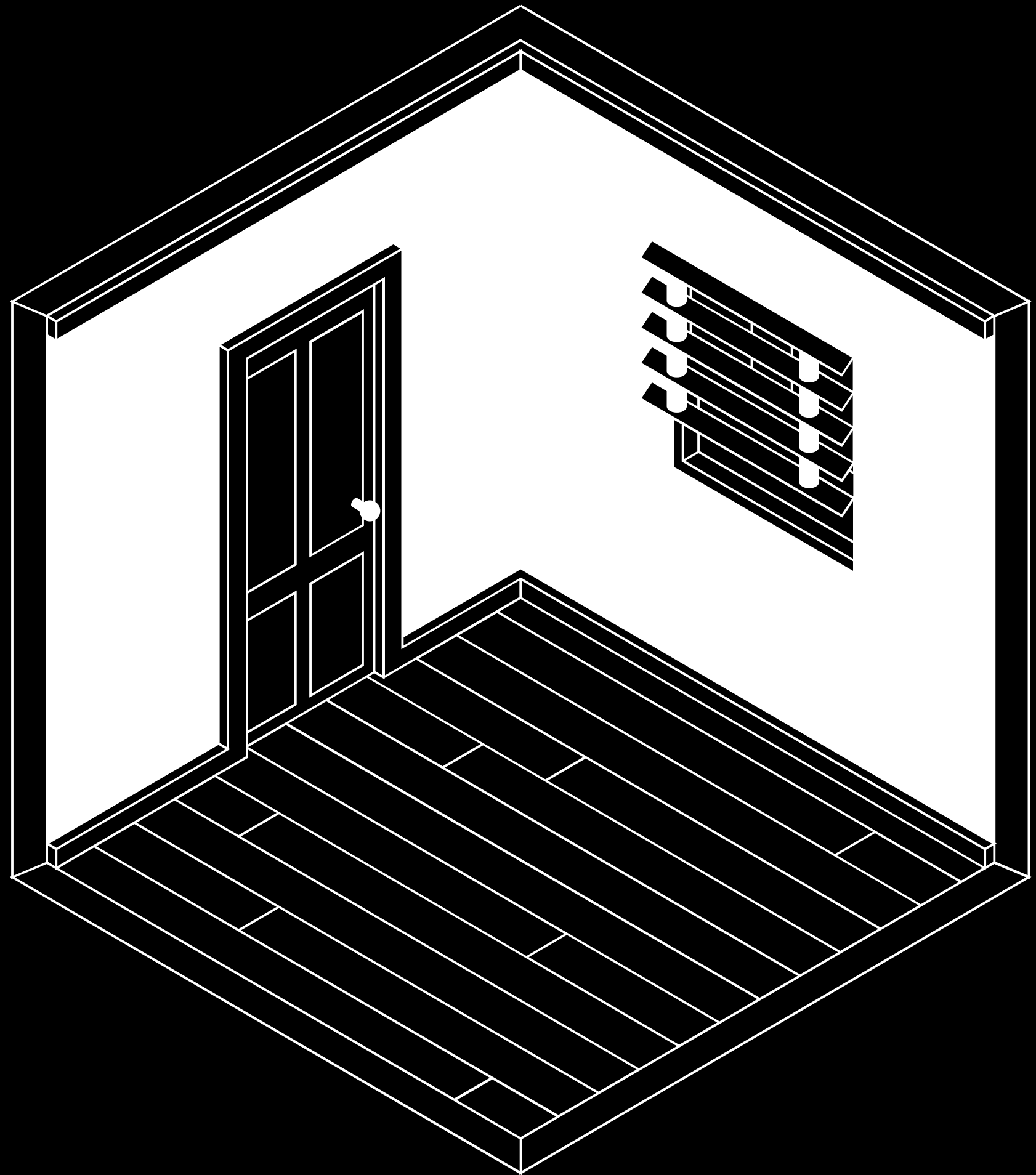
Core Functions:

- `explore_room()`: Displays the items and doors in the current room.
- `examine_item()`: Allows the player to examine an item, which might contain a key.
- `open_door()`: Checks if the player has the right key to open a door and move to another room.
- `wait_for_choice()`: Handles player input for decisions.
- `start()`: Initializes the game and runs the main game loop.



Features added:

- **Item descriptions**: each item now has a unique description to add more depth to the experience when examining.
- **Inventory**: when keys are found they are added to the player's inventory
- **Color-coding doors and keys**: for narrative purposes



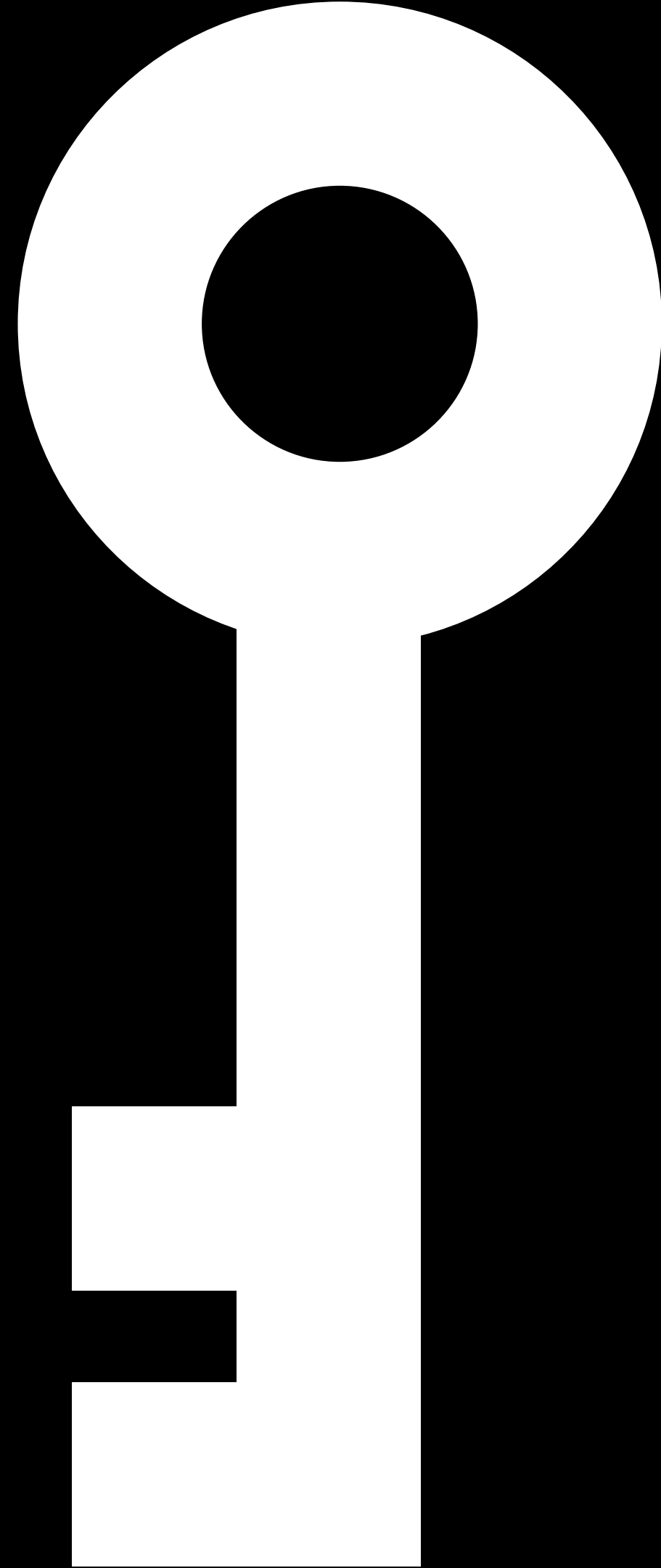
TECHNICAL CHALLENGES

- Github
- Google Collab: working on the file at the same time
- Narrative flow: no repetition, user readability

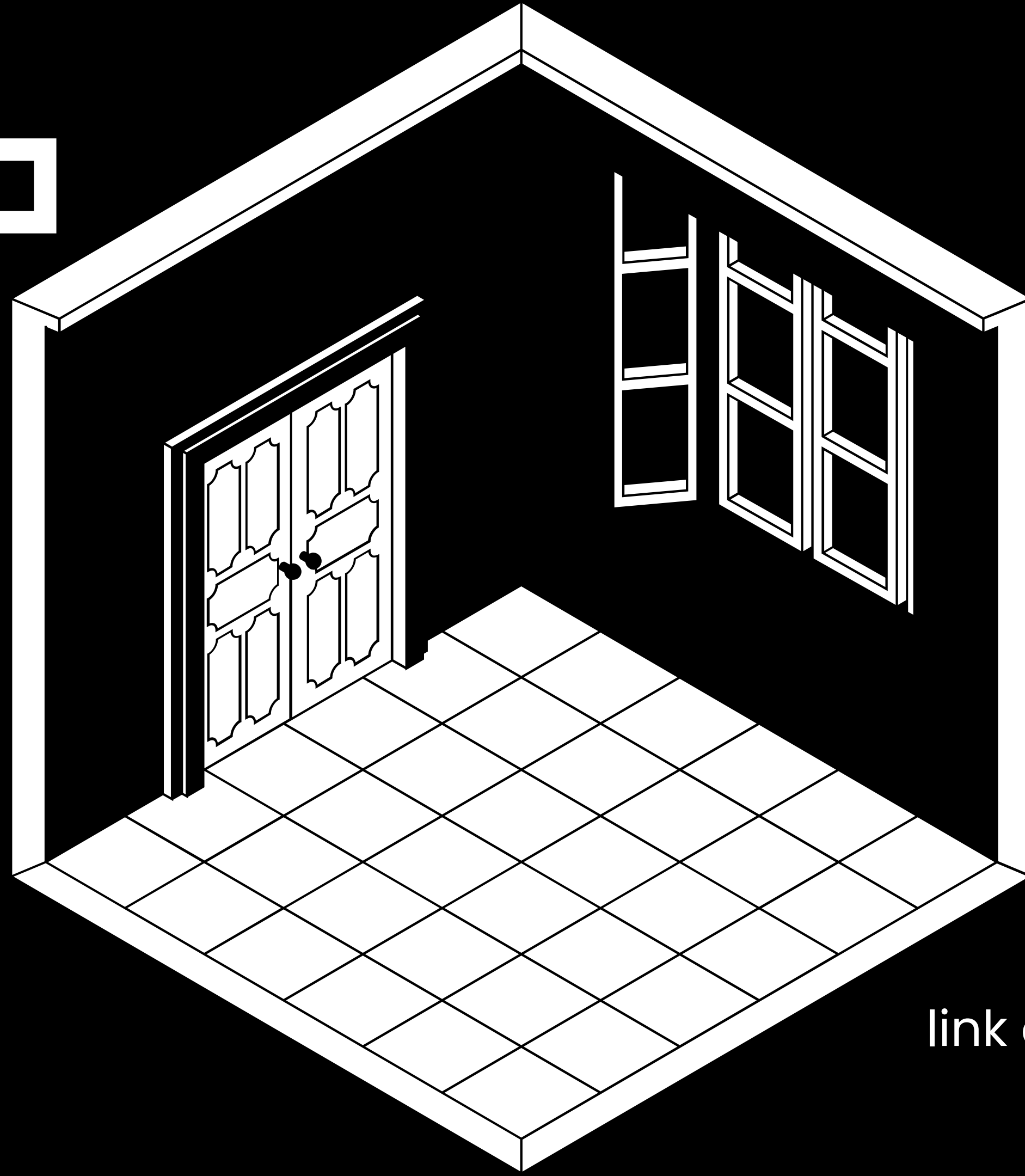
WHAT WE'VE LEARNED

What worked for us:

- having good project planning from the beginning: open communication
- pair-programming
- testing throughout
- checking-in and taking breaks
- getting to know each other

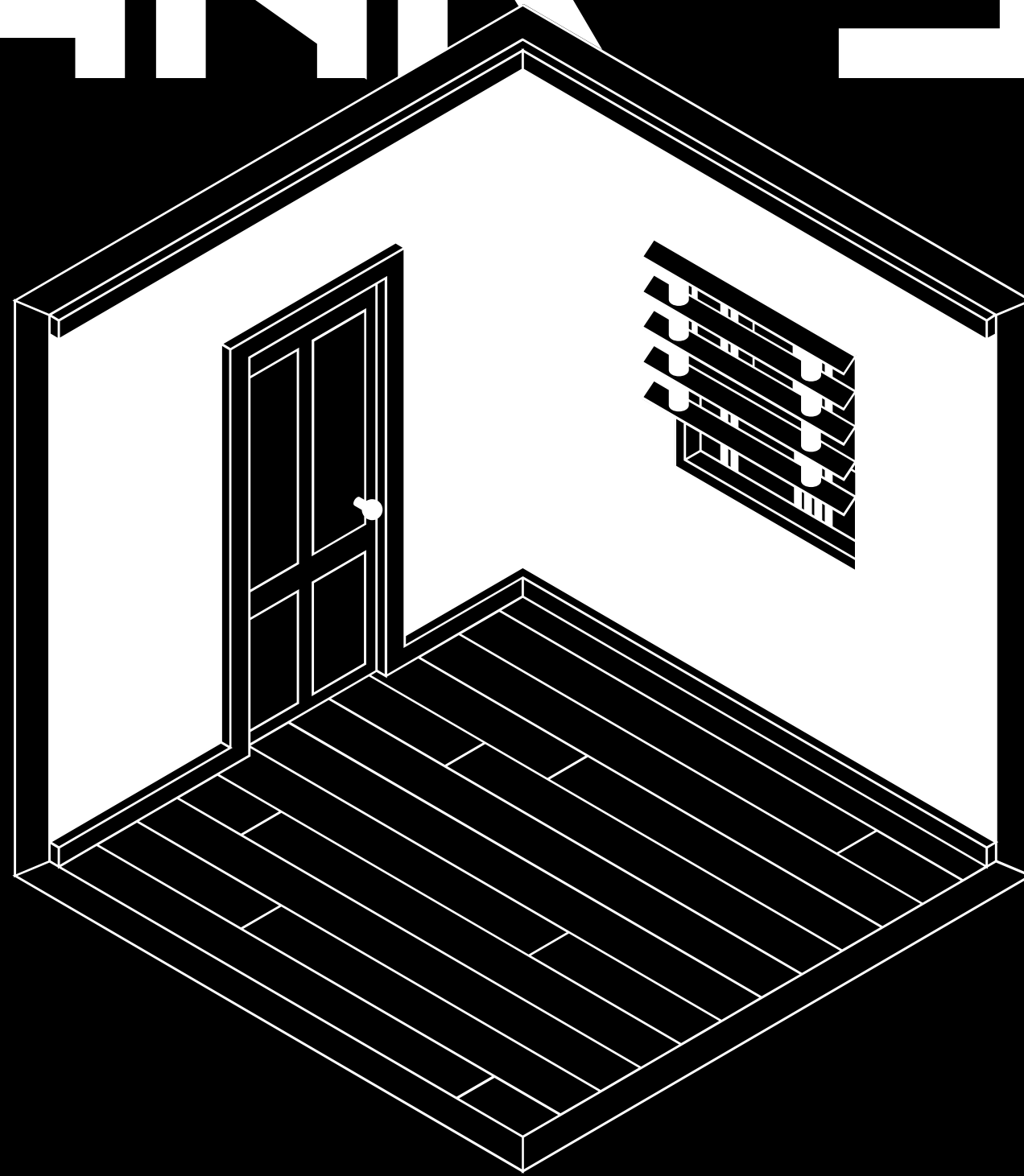


DEMO



link of the code

THANK YOU!



We would love to hear your questions or comments!