

# > glasgowrpg \_

Team E  
- Lab 4:

**Who?**

Text based  
adventure  
game

**What?**

Technologies

**How?**

The  
Lessons

**Hell?**



# Team E - Lab 4:

Han  
Loo

Chris  
McFadyen

Euan  
Temporal

Kieran  
Woods



Han Loo

HTML  
CSS  
Design

# Chris McFadyen

Game Storyboarding.  
Game Implementation.  
Deployment (putting out fires)

# Euan Temporal

Database creation.  
Database management.  
User 'save' system



Kieran Woods

????????????????????????????????

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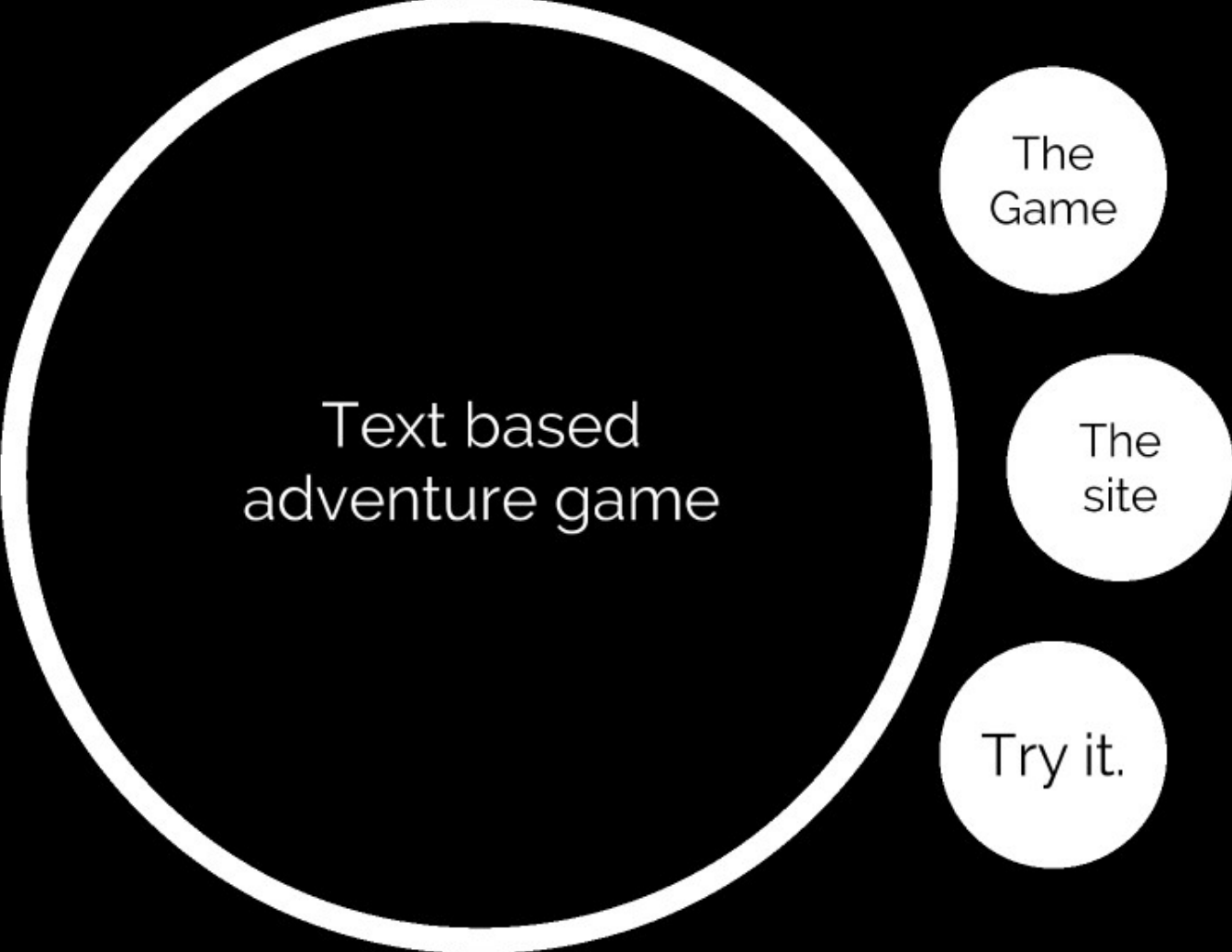
**What?**

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A diagram on a black background. On the left is a large white circle containing the text "Text based adventure game". To the right of this circle are three smaller white circles arranged vertically. The top circle contains "The Game", the middle one contains "The site", and the bottom one contains "Try it.".

Text based  
adventure game

The  
Game

The  
site

Try it.

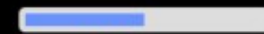


# The Game

- Retro 'text based' adventure game.
- Themed around life as a first-year.
- Objective: graduate.
- Multiple branches and outcomes.



Academic



Social

Rightly, you have chose to be a Computing Science student but you must now choose another subject to fill your timetable.

There are two option which will currently fit your timetable:

**Mathematics**

**Film and Television**

**Save game**

## The site

- User can easily access game.
- User can save game state to browser cache.
- If logged in user can save game state to their account.
- User can manage their account and view their stats.
- User can view stats/trends of userbase choices in game.



**It seems you are here to seek wisdom**

The objective of this game is to graduate university.

You will be asked a series of questions along the way.

Each choice you make will have different outcome on your status bars.

Careful not to let either of your status bars fall too low!



Try it.

<http://2030808m.pythonanywhere.com>

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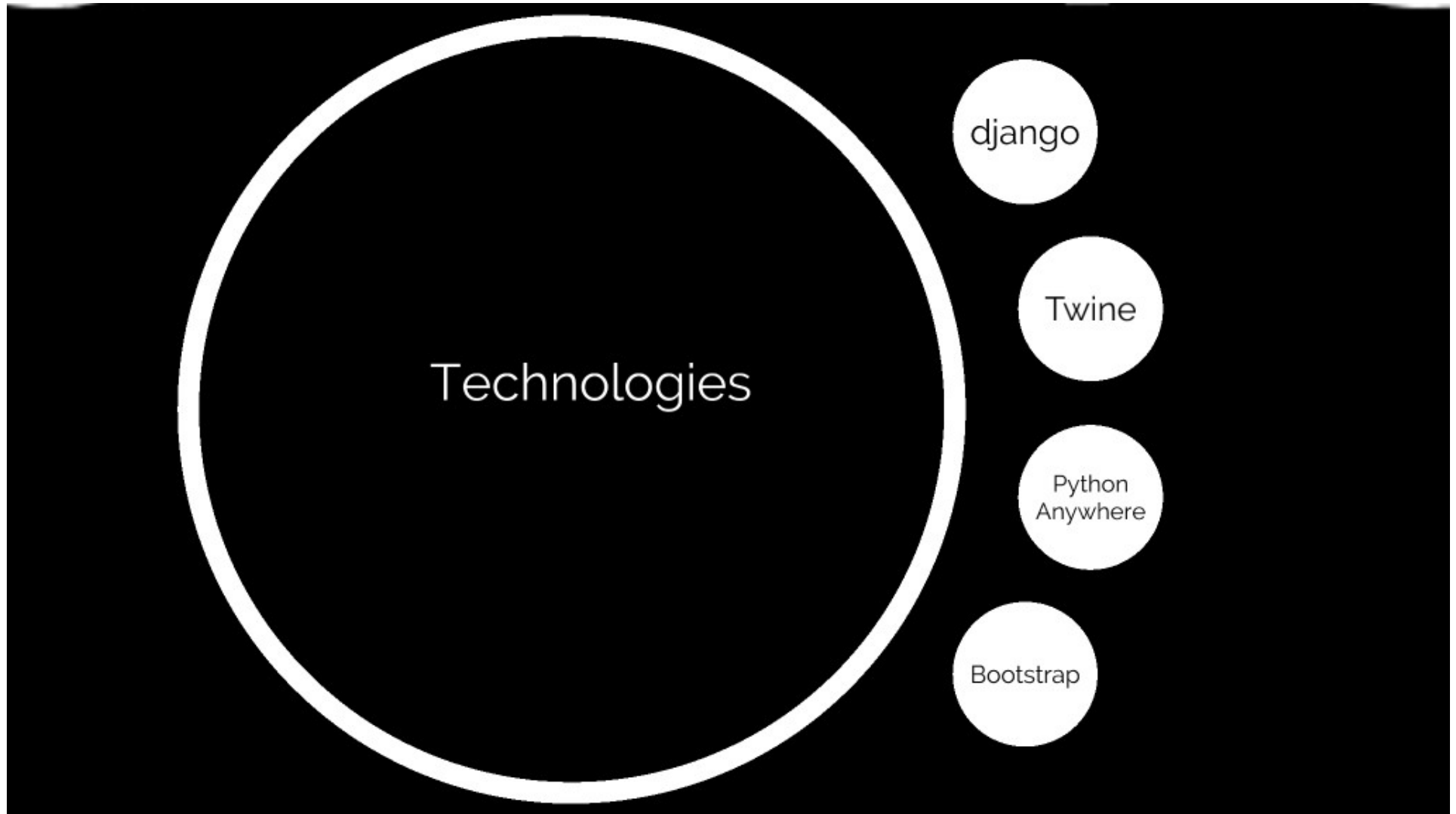
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# django



- Framework.
- Life-saver for finding bugs.
- Features we should have made more utility of.

# Twine



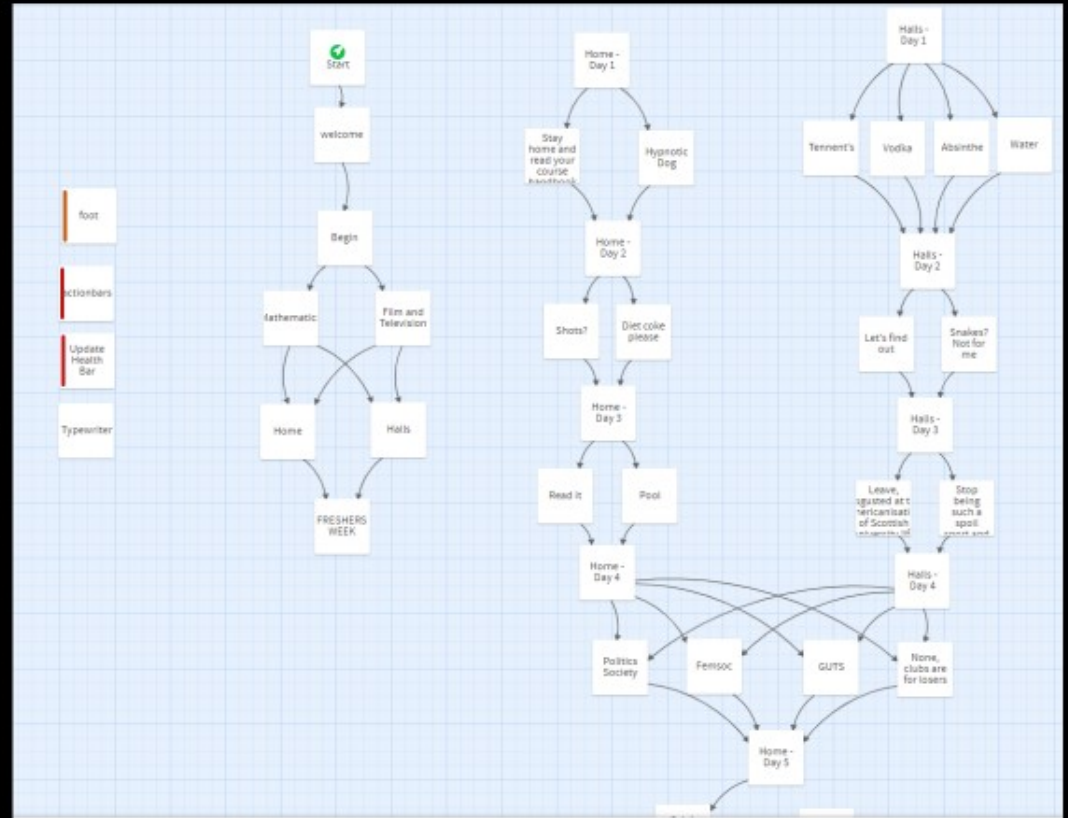
- An open-source tool for telling interactive, nonlinear stories.
- Publishes to HTML.

Intuitive

Customisable

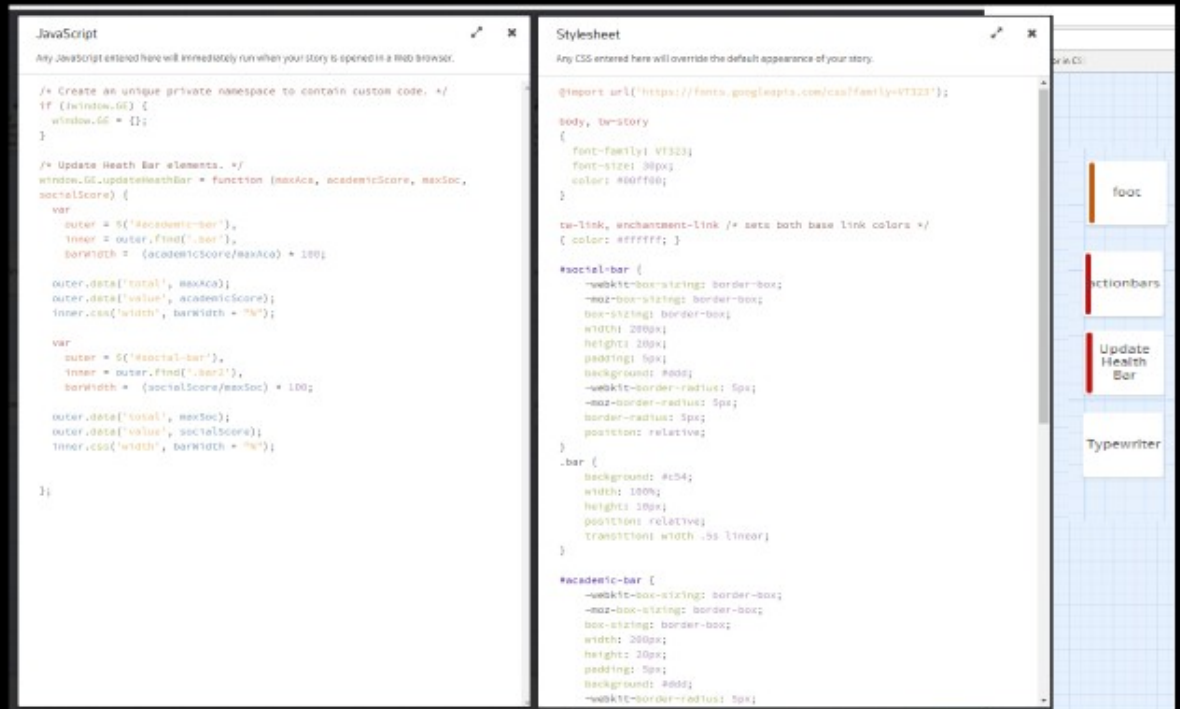
Horrendous  
Output

# Intuitive





# Customisable



## Horrendous Output

- One very long HTML file.
- 100,000+ characters of Javascript code spread over 4 lines
- Maintenance nightmare.



# Python Anywhere



- IDE & Web Hosting.
- Useful 'blank canvas'.

# Bootstrap



- CSS & HTML
- Enhances site visuals.
- Easy to use, well documented.

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The Lessons

A diagram on a black background. A large white circle on the left contains the text 'The Lessons'. To its right, three smaller white circles are arranged vertically, containing the text 'Github', 'Team', and 'Timing' from top to bottom.





















Github

Team

Timing

# Github

- 50% Skill - 50% Dark magic.
- Merge issues.
- Use branches.

View bug fixes		
 christophermcfadyen committed 3 hours ago		28ef5e7
Added typewriter effect to game		
 christophermcfadyen committed 4 hours ago		e0f8520
Fixed bug with stats/profile pages		
 christophermcfadyen committed 4 hours ago		5e94ec2
Commits on Mar 21, 2018		
Added save/load game		
 christophermcfadyen committed 20 hours ago		760be52
Added to views/urls 5th? attempt		
 christophermcfadyen committed 20 hours ago		9fbc628
Added to views/urls 4th attempt		
 christophermcfadyen committed 20 hours ago		d5cbc11
Added to views/urls 3rd attempt		
 christophermcfadyen committed 20 hours ago		a98b77a
Comment out one line		
 christophermcfadyen committed 21 hours ago		6cadf18
Added to views/urls 2nd attempt		
 christophermcfadyen committed 21 hours ago		0fc2e31
Added to views/urls		
 christophermcfadyen committed 21 hours ago		ff33864

# Team

- Group projects are difficult.
- Especially if you're down a member.
- The time you save when things go well is phenomenal.



# Timing

- Start early, start strong.
- Don't fall behind.
- It's quite fun when you give it a go.

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