ACK! Team Project

Escape Room Simulator

Did we hit our goals?

Short answer... No. But we budgeted extra time so we were able to finish the project in time.

Our goal was to have the project done before Thanksgiving to do player testing, but we ended up taking a bit longer than we had originally planned for.

What has changed since the midterm?

- We now have a functional program yay!
- We set up continuous integration on our project
- We changed our planned architecture along the way to encourage simplicity
- We created many unit tests to test the functionality of our code.
- We created several escape room scenarios
- We wrote the code to parse escape room files

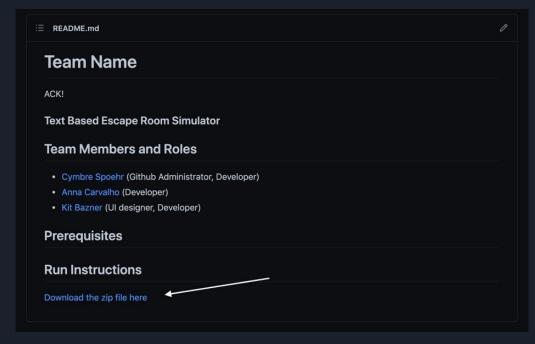
Sample Escape Room File

Escape Rooms Contain Beginning, End, Rooms, Keys, and Maps.

Rooms contain a Name, Script, and different identifiers about the room, all separated by pipe characters

How to Download our escape room simulator

Go to our github page https://github.com/cymbre1/GVSU-CIS350-ACK and click the link in the README.md file.



Demonstration!

Let us show you!