



# Data Analytics

Week 1: Python Project

Team Caseiro

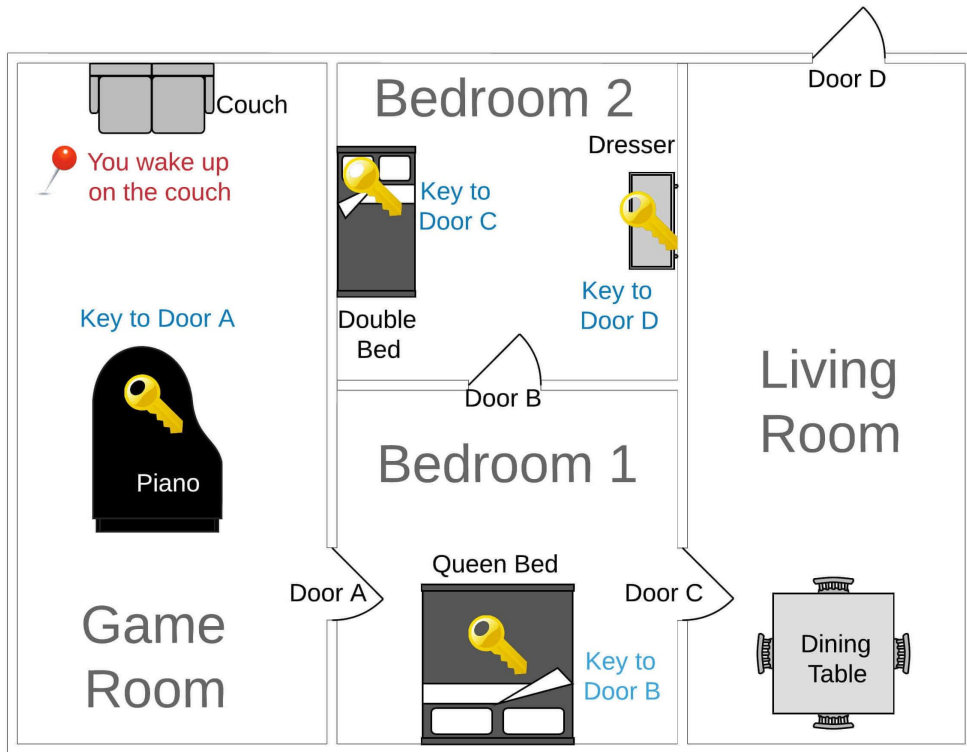
# Project Scope

## Given Template

- Map
- Story
- Sample code for one room

## Initial Problem

- Escape the entire apartment
- Ensure code doesn't break



# Initial Improvements

## Initial Fix

- Add all the variables to the dictionary
- Update relations between objects / rooms

## Additional Fixes

- Ensure game variables are reset when played multiple times
- Better spacing and readability of text
  - Add map for better user experience
- Add option to list current items

You wake up on a couch and find yourself in a strange house with no wind  
don't remember why you are here and what had happened before. You feel sc  
t get out of the house, NOW!

You are now in game room

What would you like to do? Type 'explore' or 'examine'? explore

You explore the room. This is game room. You find couch, piano, door a

You are now in game room

What would you like to do? Type 'explore' or 'examine'? examine

What would you like to examine? piano

You examine piano. You find key for door a.

You are now in game room

What would you like to do? Type 'explore' or 'examine'? examine

What would you like to examine? couch

You examine couch. There isn't anything interesting about it.

You are now in game room

What would you like to do? Type 'explore' or 'examine'? examine

What would you like to examine? door a

You examine door a. You unlock it with a key you have.

Do you want to go to the next room? Enter 'yes' or 'no': yes

You are now in bedroom 1

What would you like to do? Type 'explore' or 'examine'? explore

You explore the room. This is bedroom 1. You find door a, door b, door c,

You are now in bedroom 1

What would you like to do? Type 'explore' or 'examine'? examine

What would you like to examine? door b

You examine door b. It is locked but you don't have the key.

You are now in bedroom 1

What would you like to do? Type 'explore' or 'examine'? examine

What would you like to examine? door b

You examine door b. It is locked but you don't have the key.

You are now in bedroom 1

What would you like to do? Type 'explore' or 'examine'?

# New Features

## Part II

- Check the weather before going outside
- Collect additional item dependant on the weather

## Improvements

- Add password to skip to end of game for easier testing
- Started with random generator of weather, switched to numeric user input
- Fix looping of weather flow not exiting the game

