Final Project Proposal

By Diana Fischer

For my final project I want to take my Cleaning Escape Room game and make it a visually interactive game utilizing the breezypythongui, pygame, and random modules. I would be utilizing a text document to show the Help menu and the List functionality to store response to be used at random when a player makes a wrong move. The Dictionary functionality will have points for items cleaned that will be added up to show the players score. I will have a cleaned room picture as the main background with the cleaning tools and dirty objects overlaid. As the room is getting cleaned the dirty objects will be removed from view. At the end of the game the door will open to a game over sequence to include an audio file with a “game over” sound. I will also have music playing while the game is in play.

Here is the original code for reference:

"""

Program: CH3\_A\_DFischer.py

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Escape Room Code for the Fischer Fortress

Game Description: Escape room by cleaning the room in the most efficient order

Winning Cleaning Tasks:

1. pickup toys

2. fold blanket

3. dust blinds

4. lintroll couch

5. sweep floor

6. mop floor

Other options:

7. list checklist

8. help (see command options menu)

9. exit (leave/quite game)

"""

play = True

pickupToys = False

foldBlanket = False

dustBlinds = False

lintrollCouch = False

sweepFloor = False

mopFloor = False

welcome = "Welcome to the Fischer Fortress Escape Room! \nIn order to escape the room you will need to clean the room in the right order...\nif not, you will live in filth forever!! \nCurrent Level: Easy \nUser Rating: 10"

description = "You are in a room standing on a dirty floor covered in toy. You see dusty blinds, a pet hair covered couch, a wrinkled up blanket, and the door to leave. \nWhat would you like to do? \nTo see the list of options, type 'help' or enter 'exit' to quit"

print (welcome)

print (description)

while play:

command = input("Enter what you want to do now: ")

if (command == "exit"):

play = False

elif (command == "help"):

print ("\*"\*55)

print ("^^^^^^^^^^^^^^Help Menu: List of Commands^^^^^^^^^^^^^^")

print ("\* dust - you can dust something \*")

print ("\* pickup - you can pick up something \*")

print ("\* fold - you can fold something \*")

print ("\* lintroll - you can lintroll something \*")

print ("\* sweep - you can sweep something \*")

print ("\* mop - you can mop the floor something \*")

print ("\* list - see list of items done so far \*")

print ("\* help - you see this list of commands \*")

print ("\* exit - you can exit the game \*")

print ("\*"\*55)

elif (command == "list"):

print ("+"\*20)

print (" ")

print ("----Check List: ----")

print (" ")

list = 0

if (pickupToys):

print ("1. Picked up toys")

if (foldBlanket):

print ("2. Blanket folded")

if (dustBlinds):

print ("3. Blinds dusted")

if (lintrollCouch):

print ("4. Lintrolled couch")

if (sweepFloor):

print ("5. Swept floor")

else:

print (" Nothing has done ")

print (" ")

print ("+"\*20)

elif (command == "pickup"):

cmdPickup = input("Enter what you want to pickup: ")

if (cmdPickup == "toys"):

if (pickupToys):

print ("You already did that....")

else:

print ("You have picked up the toys! Step 1!")

pickupToys = True

elif (cmdPickup == "blanket"):

print ("Blankets should be folded after toys are put away")

elif (cmdPickup == "couch"):

print ("You are so strong. That is not helpful in cleaning.")

elif (cmdPickup == "blinds"):

print ("Ummmmmmmm")

elif (cmdPickup == "floor"):

print ("Who would do that? Think about the best first step. Shouldn't toys not be on the floor so you can get busy cleaning?")

elif (cmdPickup == "door"):

print ("You didn't finish cleaning!!")

else:

print ("You can't do that. \nEnter what you want to do: ")

elif (command == "fold"):

cmdFold = input("Enter what you want to fold: ")

if (pickupToys == False):

print ("You can't fold until you pickup")

elif (cmdFold == "blanket"):

if (foldBlanket):

print ("You already did that....")

else:

print ("You have folded the blanket! Step 2!")

foldBlanket = True

elif (cmdFold == "toys"):

print ("No one folds toys....")

elif (cmdFold == "blinds"):

print ("That will break the blinds")

elif (cmdFold == "couch"):

print ("How do you fold a couch? Show me.")

elif (cmdFold == "floor"):

print ("Who would do that? Take care of the blanket before I think you aren't taking this game seriously. Ugh.")

elif (cmdFold == "door"):

print ("You didn't finish cleaning!!")

else:

print ("You can't do that. \nEnter what you want to do: ")

elif (command == "dust"):

cmdDust = input("Enter what you want to dust: ")

if (foldBlanket == False):

print ("You can't dust until the fold the blanket")

elif (cmdDust == "blinds"):

if (dustBlinds):

print ("You have already dusted the blinds")

else:

print ("You have dusted the blinds, Step 3!")

dustBlinds = True

elif (cmdFold == "toys"):

print ("You are going to dust picked up toys? Odd...")

elif (cmdFold == "blanket"):

print ("Just no. Try anything else. Literally.")

elif (cmdFold == "couch"):

print ("I mean...sure, do that I guess.")

elif (cmdFold == "floor"):

print ("A little early for crazy cleaning styles")

elif (cmdFold == "door"):

print ("Who would do that? Didn't I tell you the BLINDS ARE DUSTY!!!")

else:

print ("You can't do that. \nEnter what you want to do: ")

elif (command == "lintroll"):

cmdLintroll = input("Enter what you want to lintroll: ")

if (dustBlinds == False):

print ("You can't lintroll when the blinds are dusty")

elif (cmdLintroll == "couch"):

if (lintrollCouch):

print ("You have already done this")

else:

print ("You have lintrolled the couch! Step 4!")

cmdLintroll = True

elif (cmdLintroll == "blinds"):

print ("Why do we keep going here? The blinds are done.")

elif (cmdLintroll == "toys"):

print ("I have never seen this done. Video or it didn't happen.")

elif (cmdLintroll == "blanket"):

print ("Waste of time but go for it.")

elif (cmdLintroll == "floor"):

print ("Ugh. No No No.")

elif (cmdLintroll == "door"):

print ("Who would do that? Think harder. Lintrollers get rid of lint and probably pet hair too. Hint hint.")

else:

print ("You can't do that. \nEnter what you want to do: ")

elif (command == "sweep"):

cmdSweep = input("Enter what you want to sweep: ")

if (lintrollCouch == False):

print ("You shouldn't sweep when the couch still has pet hair on it")

elif (cmdSweep == "floor"):

if (sweepFloor):

print: ("You already swept the floor")

else:

print ("You have swept the floor! Step 5!")

sweepFloor = True

elif (cmdSweep == "door"):

print ("You are wasting time. This is never going to end.")

elif (cmdSweep == "couch"):

print ("Please get a little more serious about cleaning.")

elif (cmdSweep == "blanket"):

print ("Please get a little more serious about cleaning. This is never going to end.")

elif (cmdSweep == "toys"):

print ("Who would do that? Please get a little more serious about cleaning. This is never going to end.")

elif (cmdSweep == "blinds"):

print ("Are you blind? If so I can help you clean")

else:

print ("You can't do that. \nEnter what you want to do: ")

elif (command == "mop"):

cmdMop = input("Enter what you want to mop: ")

if (sweepFloor == False):

print ("You can't mop before your sweep silly")

elif (cmdMop == "floor"):

print ("You have mopped the floor! You have cleaned the whole room! You won!")

play = False

elif (cmdSweep == "door"):

print ("Not the right choice. You are so close.")

elif (cmdSweep == "couch"):

print ("Still No.")

elif (cmdSweep == "blanket"):

print ("Please get a little more serious.")

elif (cmdSweep == "toys"):

print ("Who would do that? Please get a little more serious about cleaning. This is never going to end.")

elif (cmdSweep == "blinds"):

print ("Are you blind? If so I can help you clean. One thing left!")

else:

print ("You can't do that. \nEnter what you want to do: ")

else:

print ("What was that?")

print ("I hope you enjoyed this game!!")

print ("Exiting Game")