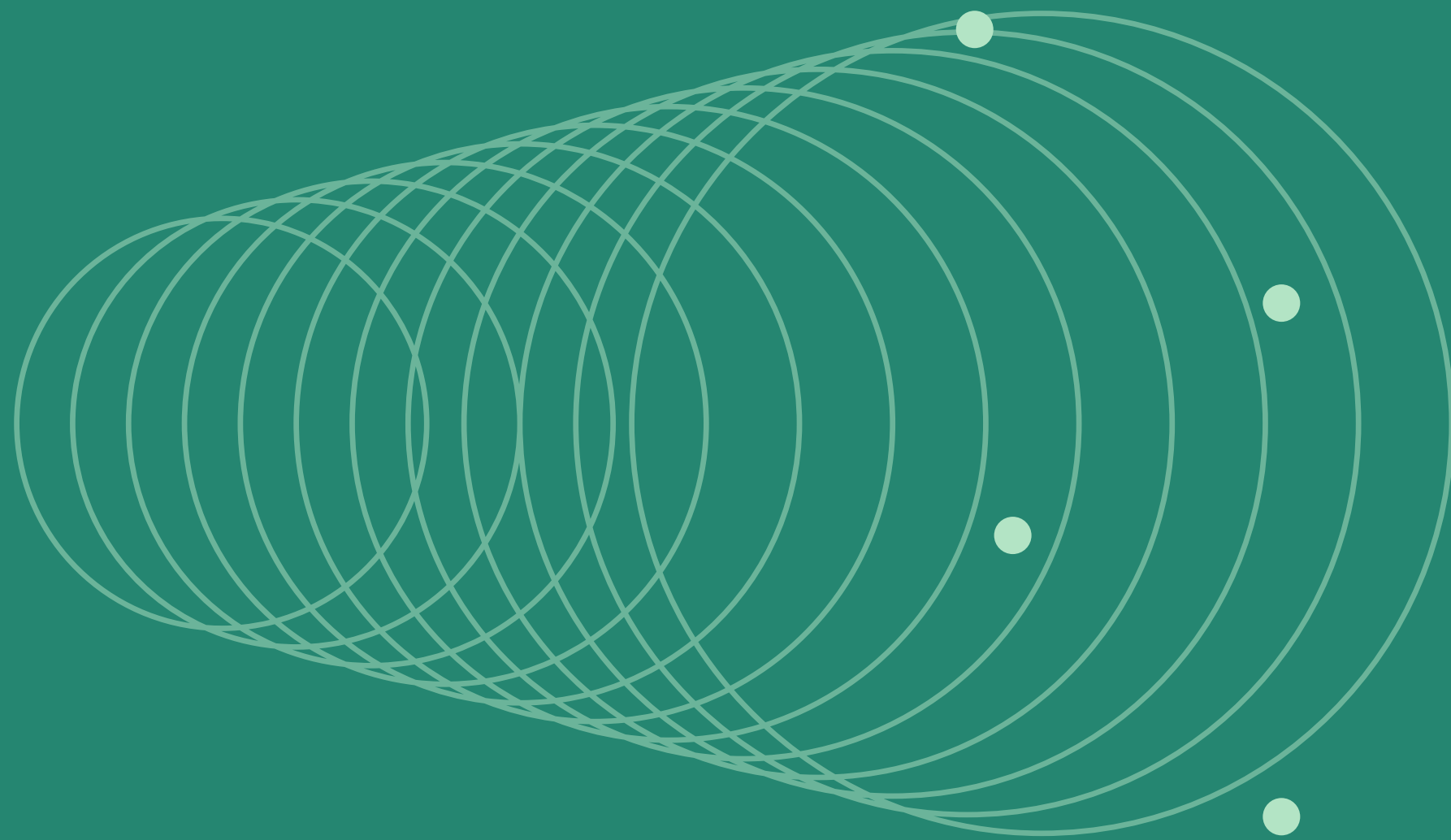


THE BLOB GAME

Terminal App T1A3

Joshua Doig

Covered Topics



Features and Run
Through, how is it used

Logic of app and code

Development process -
Challenges, Favourite Parts

Challenges and Objectives

Features

Import Features

- Menu
- Colorama
- Clearing of old logs

- Read a cool story
- Choose a Pet Blob
- Do activities with Pet Blob
- Either beat the game or lose and have to try again.

How is it used

- Run terminal app



Logic of app

- code is grouped together in sections
- loops and while statements
- input and output
- variables
- imports are used effectively and necessarily
- pacing and user friendly



Build Process

Challenges:

- importing and finding imports
- writing the code: debugging, following flochart, testing.

Favourite Parts:

- Pixel Art
- The Color
- The fact that it functions
- Actualising the game

Thank you for listening

