

# Computers Against Developers

A game for sad tech nerds

# Inspiration

- Inspired by Cards Against Humanity, I wanted to throw my own spin on an interactive terminal version of the game.
- Having been coding for the past 3 weeks, additional inspiration came from my very extensive knowledge of problems developers face.

# Challenges

- Imposter syndrome: doubting my ability to build a working app within 3 days
- Combining developer tools to produce a MVP
- Creating something people can enjoy without offending potential employers to see this on my GitHub

# Who can play?

- The target audience is any tech nerd, developer, and computer alike.
- Some mildly offensive language, so probably best to keep your laptop away from kids if you choose to play this at home!

# App Structure

- The app opens with a display screen and menu, through which you can choose which area of the app you want to navigate to
- I created the menu using the ruby tty-prompt gem to generate the menu, and then pass through the methods I wanted to display.

This looks like...

This:

```
require "tty-prompt"
```

```
@prompt = TTY::Prompt.new
```

```
def main_menu
  menu_choice = @prompt.select("Main Menu") do |menu|
    menu.enum "."
    menu.choice "View Rules", 1
    menu.choice "View High Scores", 2
    menu.choice "Start New Game", 3
    menu.choice "Exit", 4
  end
  return menu_choice
end
```

# Other Gems used

The tty-cursor gem was used to delete a word, And type to replace said word

```
def deletes(word)
  word.each_char do |char|
    print TTY::Cursor.backward(1)
    print TTY::Cursor.clear_char(1)
    sleep(0.09)
  end
end

def types(word)
  word.each_char do |char|
    print char
    sleep(0.07)
  end
end
```

# Testing

- With the help of the unit-test Gem, I built 4 tests, to ensure the app ran correctly.

```
=> 43:      flunk "You shall not pass"
      44:      end
      45: end
./compAgainstDevsTest.rb:43:in `test_flunk'
Failure: test_flunk(CompAgainstDevsTest): You shall not pass.
=====

...
Finished in 0.002141 seconds.

-----
4 tests, 4 assertions, 1 failures, 0 errors, 0 pendings, 0 omissions, 0 notifications
75% passed

-----
1868.29 tests/s, 1868.29 assertions/s
```

```
Taz-MacBook:src tanyagibbs$ ruby ./compAgainstDevsTest.rb
Loaded suite ./compAgainstDevsTest
Started

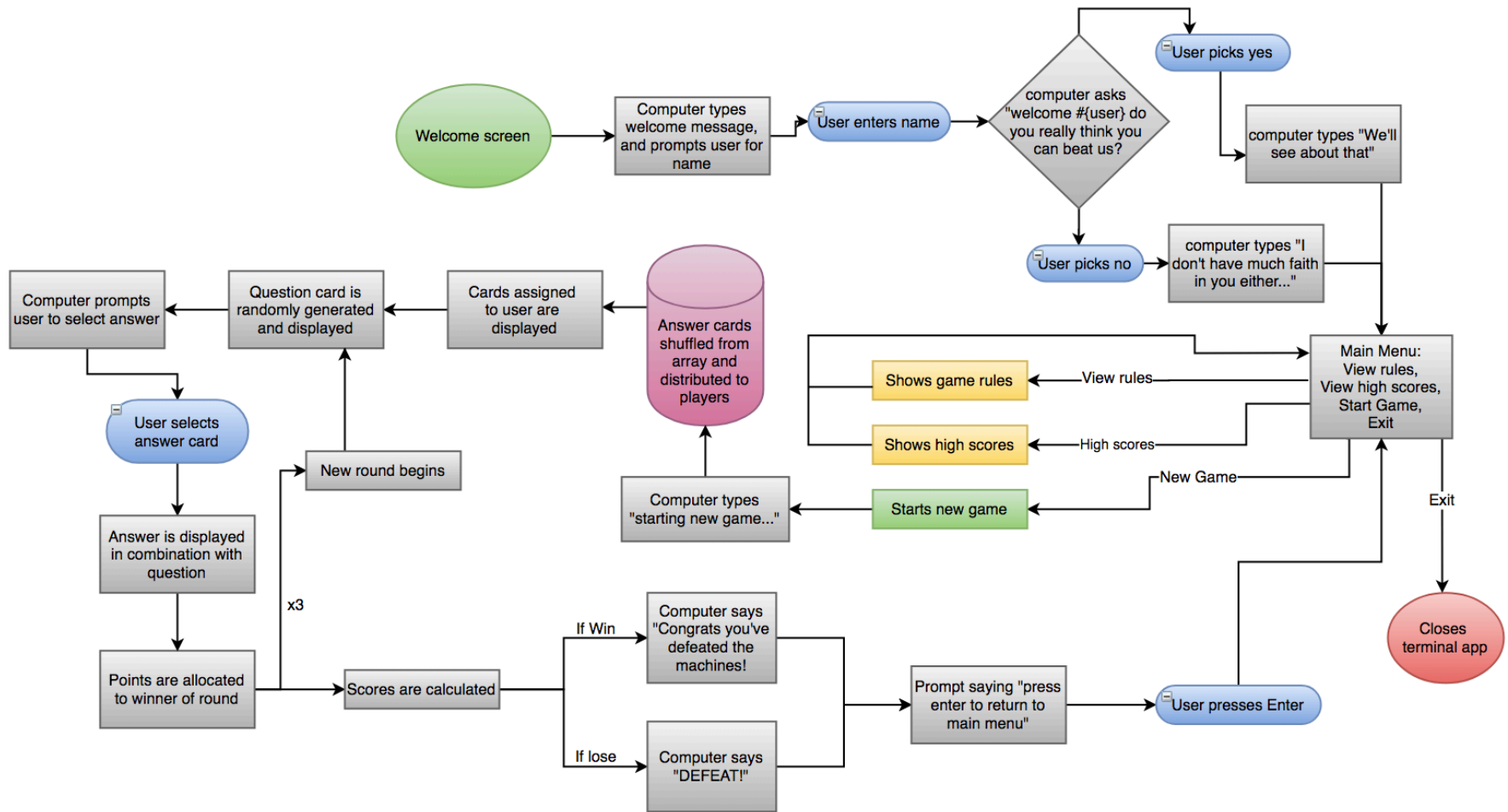
...
Finished in 0.00086 seconds.

-----
3 tests, 3 assertions, 0 failures, 0 errors, 0 pendings, 0 omissions, 0 notifications
100% passed

-----
3488.37 tests/s, 3488.37 assertions/s
```



# Flow Control



# Anyway...

- The app allows you to View Rules, View High Scores, Start a New Game, and Exit.
- Each option has different features, which I have tried to make as interactive as I could within the time-frame for this project, as well as my scope.

# The Game!

- The current version of this app allows a Human Player to play against 3 computer opponents.
- The computer is also the Code Master (The leader of the game).
- Some of the features include:
  - Dealing cards to each player, showing the players hand, and allowing player to choose which card to submit... among a few other sprinkles

# Possible features

- If I had more time, I would have liked to add some more features including, but not limited to:
  - Connecting multiple terminals together so that friends can play against each other
  - Rotating players between being the Code Master and a player
  - ‘corrupting’ users files if they lose the game.

# Take away

- I feel as though I have definitely challenged myself, but am incredibly proud of how much I've learned in such a short amount of time.
- I hope you enjoy this app as much as I do!