

Documentation:

An explanation of the purpose of each file in your repository.

Item\_List.txt - This file holds the different random items that generate on the map that either make a player go faster(the player who received the item) or make a different player go slower (The player the item got thrown at).

Clear instructions on **how to run your program from the command line**. You do not need to explain how to run the program on Windows and on MacOS; just pick one. If your program takes command-line arguments, please document the command-line interface (which arguments are required? which are optional, if any? what data types are you looking for? are there a specific format for data files? etc.)

Instructions how to play:

Type in "python finalpython.py name1 name 2"

Required: python(need this to run in python), [finalpython.py](#)(file name), name1(at least one player is required)

Not required: multiple players

Data types: Looking for strings even if name is "name1" it is taken as a string

Clear instructions on **how to use your program** and/or interpret the output of the program. Anything the user might encounter while using your program that a random person on the street would not find self-explanatory needs to be explained in your instructions.

Type in "python finalpython.py name1 name 2", it will prompt you with "Choose a map:

1. Beach — 30 seconds
2. Ice Kingdom — 60 seconds
3. Mall — 90 seconds
4. Desert Drift — 45 seconds
5. Jungle Run — 75 seconds

Enter the number of your map choice (1-5):" all you do is input a number 1, 2, 3, 4, or 5

Then it will say: You selected Beach (30 seconds)

Map selected: Beach --- Race length: 30 seconds

And the game will start

3, 2, 1... START!

Time: 0 seconds

Time: 1 seconds

At some point it will give a random player an item like this:

Player 1player received the Mushroom (boost)!

1player, would you like to use your Mushroom (boost)?

All you have to do is type yes or no, if you type yes:

1player used Mushroom and sped up by 3 points!

Time: 9 seconds

It will then hit a random other player or tell you that there are no other players to hit. If you type no it will save that random object for later. It will keep generating random items until the game is over, then it will prompt:

```
Player Time Completed
0 1player    30.27428
Winner: 1player with a time of 30.27!
The end!
```

NINTENDO MARIO KART An annotated bibliography of all sources you used to develop your project, including sources of data, sources of background information about your project topic, and sources about Python programming that informed specific aspects of your code. For each source, explain how you used the source. You do not need to cite any INST 326 course materials.

We used Nintendo's game, Mario Kart, to create our version of the game in python. We used these websites to create our own boosts and obstacles in the game. We also used these websites for map ideas in the game that users can choose from.

Incase links don't work in bibliography:

<https://www.nintendo.com/sg/switch/aabp/course/index.html>

<https://www.nintendo.com/sg/switch/aabp/item/index.html>

#### References

*Mario Kart 8 Deluxe*. (n.d.-a). Nintendo Official Website (Singapore). Retrieved May 13, 2025, from <https://www.nintendo.com/sg/switch/aabp/course/index.html>

*Mario Kart 8 Deluxe*. (n.d.-b). Nintendo Official Website (Singapore). Retrieved May 13, 2025, from <https://www.nintendo.com/sg/switch/aabp/item/index.html>

Attribution: in order to evaluate whether each member has made a substantial, original contribution to the project, please provide a table like the one below, with a separate row for each method or function.

Commit id - a94be9024a7267c0a34a9dfa26b655a6db7bd704

<https://github.com/ezgash04/326Proj>

	Method/function	Primary author	Techniques demonstrated
1	Function_throw_item	Rena Drabovsky	Comprehensions or generator expressions
2	random_item	Rena Drabovsky	Fstrings containing

			expressions
1	generate_event	Danu	Conditional Expressions
2	generate_map	Danu	Optional parameters
1	update_ranking	Ezra	concatenating, merging, filtering, or groupby() operations on Pandas DataFrames
2	__main__	Ezra	Argument Parser
1	Items	Sif	With statements
2	__str__	Sif	Magic methods