

**Develop:
Coding**

**Coursework:
Python project**

Brief

You have been tasked with making a text-based adventure game. This game can be themed however you like but must have multiple paths that the user can take. Before we start coding, you need to plan out exactly what is going to happen in the game.

} **Create a Trello board for this project and list all tasks that need to be done**

- } Nominate one person from your team to create a workspace on Trello and invite the rest of the team. Create a Trello board and make sure it's **public**.
- } Make every team member an admin and make sure to allocate/label the cards you are working on to show which team member has done what for the project.
- } Make sure the cards are detailed and can be understood without context. You should use Kanban principles of 'to do', 'doing', 'done' as your lists.

} **Decide on a theme and storyline of the game**

- } You can research current text-based adventure games online but it is up to you what genre, theme, location, characters and choices you include. Detail this process on your Trello board.
- } If you find it helpful, you could create a shared doc to write up any ideas or research, and link it on the Trello board.

} **Make a wireframe (flowchart) using app.diagrams.net (draw.io) that will show the story in detail and the choices the user can make**

- } Share editing permissions on Google Drive or install the draw.io Visual Studio Code extension

} **Set up a team Slack channel where you can communicate and share ideas and your code**

- } Invite your instructor to this channel

Brief

What you will submit:

- **Your Python file(s)/project with the completed game, which should run without errors or bugs**
 - Your game should be cross-platform and should run without any additional installation
- **Your public Trello board which details who in your team did what, with no outstanding tasks in ‘to do’ or ‘doing’**
 - For any incomplete tasks, label these or move them to a ‘wish-list’. You can reflect on these later.
- **Your app.diagrams.net wireframe(s) exported as a PDF/ image**
- **A retrospective presentation detailing how you think the project went (more on this later)**

What you need to showcase:

- **Python knowledge, skills and best practices gained from week one**
- **Python input() for user interaction with the game, research into Python libraries if applicable**
- **Use of communicative and collaborative tools**
- **Good project management, planning and Agile working**
- **Teamwork**

