

## Workshop outline – Game-Oriented

### Overall Description:

- Designing a “Choose Your Adventure” Game using Python

### Descriptions for marketing:

1. This first meeting will be exploring how to create interactive dialogue, explore the scene, and acquire items.
2. The second meeting will delve into how to use functions for recurring events in the game.
3. The third meeting will help teach how to set up the flow of the game and condense scene information.

### 1. Taking in user input, lists, and if statements:

- input will be user, then responses will be from other characters
- introductions and names
- they give you a key – appending it to the user’s item list, then removing it when it is used
  - choosing where to go in your game
  - pick a door & make the key only work for one door
- if we don’t care about the upper/lower case, just convert what they say into either lower or upper case
- can then check if that is in the list

### 2. Better printing, functions, and random number generation

- Print(‘my name is {}. I am a {}'.format(playerName, “knight”)
- functions that happen if the player dies or does a recurring action such as coming across an unknown item
- function for random number generation to see what item you get, function for

### 3. For & while loops and dictionaries

- based on the type of game, we can make this linear, where you only get one choice and can’t go back, or you can choose to go back and explore every option

- You can have a set number of actions per room using for loops

- for i in range(1,3+1):

- userInput = input("Where do you want to go?")

- Stay in a room or progress using while loops

- while input != "leave"

- Random item from a chest – use for loop to see what's in the chest

- dictionaries – decide what action to take and what the response is

- ex: check = "You see the guard around the corner"