

# External Documentation for Assignment 2

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## Description

The game is a slot machine where you spin the reels and if you have no blanks you win. You can also bet money and there is a jackpot if you meet certain conditions.

## Version History

I pulled the version history from github using the shell command:

git log --pretty=format:"%h - %an, %ad : %s"

You can also find it at: <https://github.com/graydon-armstrong/Assignment2/commits/master>

If you want better readability.

bcb9791 - Graydon Armstrong, Fri Jun 7 14:14:46 2013 -0400 : Made it so you couldn't play with no money

2341b8c - Graydon Armstrong, Fri Jun 7 13:21:21 2013 -0400 : Changed winning multipliers

507421e - Graydon Armstrong, Fri Jun 7 13:16:13 2013 -0400 : Changed winning multipliers

cbc3a9d - Graydon Armstrong, Fri Jun 7 13:15:12 2013 -0400 : Rearranged Images and changed how jackpots work

97a01d0 - Graydon Armstrong, Fri Jun 7 13:09:04 2013 -0400 : Made the game harder to win by changing some of the chances to get certain reels

9fa870a - Graydon Armstrong, Fri Jun 7 12:29:52 2013 -0400 : Fixed a bug with the jackpot

abd30bb - Graydon Armstrong, Fri Jun 7 12:26:35 2013 -0400 : Added a method to make certain reel choices show up more often

a7b258d - Graydon Armstrong, Fri Jun 7 12:18:12 2013 -0400 : Finished calculating bets and updating various variables and labels accordingly

85a55ab - Graydon Armstrong, Fri Jun 7 11:57:42 2013 -0400 : Started calculating bets and added reset button functionality

4e7e413 - Graydon Armstrong, Fri Jun 7 11:36:03 2013 -0400 : Added variables to represent the bet, money and jackpot of the game

2c0b7a4 - Graydon Armstrong, Fri Jun 7 11:31:40 2013 -0400 : Changing to version 3 to add functionality

36a8a4f - Graydon Armstrong, Fri Jun 7 10:25:38 2013 -0400 : Added functionality for quit button

eb74b9e - Graydon Armstrong, Fri Jun 7 10:23:25 2013 -0400 : Added reset and quit buttons

69d418e - Graydon Armstrong, Fri Jun 7 10:09:38 2013 -0400 : Added functionality for clicking on the bet buttons

b9ab094 - Graydon Armstrong, Fri Jun 7 10:03:12 2013 -0400 : Added bet and jackpot labels. Also added labels for the bet change buttons

fcdab2a - Graydon Armstrong, Fri Jun 7 09:55:10 2013 -0400 : Added a few comments and reformatted code readability

552a8b6 - Graydon Armstrong, Fri Jun 7 09:53:26 2013 -0400 : Fixed error

12d6251 - Graydon Armstrong, Fri Jun 7 09:51:42 2013 -0400 : Adding Bet Buttons

62680d8 - Graydon Armstrong, Fri Jun 7 09:42:15 2013 -0400 : Changed position of reels and added a label for the spin button

c761e1d - Graydon Armstrong, Fri Jun 7 09:37:15 2013 -0400 : Changed reversion history to match new version

47bc21e - Graydon Armstrong, Fri Jun 7 09:36:28 2013 -0400 : Started version 2

7e39378 - Graydon Armstrong, Fri Jun 7 09:34:49 2013 -0400 : Added images for the reels

fa5e028 - Graydon Armstrong, Fri Jun 7 01:43:15 2013 -0400 : Refactored the mouseWithin function to get the mouses co-ordinates inside itself

92c3cf8 - Graydon Armstrong, Fri Jun 7 01:41:39 2013 -0400 : Made a method to see the mouse is within the object

b999e70 - Graydon Armstrong, Fri Jun 7 01:36:36 2013 -0400 : Tested out Adding a label on the screen

0cbae92 - Graydon Armstrong, Fri Jun 7 01:27:51 2013 -0400 : Fixed bug that would leave the spin button in a clicked state graphically

6040b25 - Graydon Armstrong, Fri Jun 7 01:19:01 2013 -0400 : Added Basic spinning on a basic GUI

7ff92e8 - Graydon Armstrong, Fri Jun 7 01:10:13 2013 -0400 : A placeholder for spinning the reels later

c66c999 - Graydon Armstrong, Fri Jun 7 01:09:40 2013 -0400 : Added Spinbutton properties and renamed the boxs to reels

7113965 - Graydon Armstrong, Fri Jun 7 00:58:29 2013 -0400 : Added temp spin button on screen

e14ed60 - Graydon Armstrong, Fri Jun 7 00:52:43 2013 -0400 : Added 3 boxes that reprisent the reels

794fd40 - Graydon Armstrong, Fri Jun 7 00:37:10 2013 -0400 : Placed a box on screen that you can move position by clicking

07f930b - Graydon Armstrong, Fri Jun 7 00:29:02 2013 -0400 : Put the game loop in a main method

0aed6e3 - Graydon Armstrong, Fri Jun 7 00:28:12 2013 -0400 : Added a main pygame game loop

cb7e061 - Graydon Armstrong, Thu Jun 6 01:22:33 2013 -0400 : Initial Commit for the start of the assignment

## Detailed Game Description

Going by the numbers in the Decision tree above which correspond to the location variable in the program I will explain what happens at each node.

### Nodes

1. You start at the bridge and have the choice to go towards the med bay or engineering to try and escape your ship
2. In the med bay you come across an alien and try to run away by going to the barracks or the gym.
3. In engineering you hear aliens coming from behind you and have the choice of going to the cargo bay or the escape pods.
4. At the barracks you come across some marines and have the choice to fights the aliens or hide.
5. At the gym you lock the door and come across an alien you will have to fight, your choices are to go for a gun on the ground or a sword off to the side.
6. You enter the cargo bay and hide among the containers. You can try to sneak away to the kitchen or move towards a group of aliens.
7. You go to the escape pods and two are remaining which you must choose between.

### Outcomes

1. You can the marines die trying to fight the aliens.
2. When you try to hide in the closet with the marines the room violently decompresses and you die.
3. You go for the pistol to fight the alien in the gym but it is empty and he kills you.
4. You go for the sword to fight the alien, when you think you have him beat, you are killed by a second alien you didn’t know about.
5. You go towards the group of aliens in the cargo bay, they move off and you escape in an alien boarding ship that breached the cargo bay and escape victoriously.
6. You make a run for the kitchen from the cargo bay and trip over your own feet and die hitting your head on the floor.
7. You go for the escape pod on the left and when leaving the ship are shot by alien ships outside.
8. You go for the escape pod on the right and are killed by an alien hiding in it waiting for survivors trying to leave.