

the BOOTCAMP ODYSSEY

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THE GAME ITSELF

The Bootcamp Odyssey is created by involving different modules and functions. The modules include the game setup, puzzles, clues, and a main game loop.

The game setup module handles tasks such as background story, setting up the rooms, and initializing variables. The puzzles module defines and manages the different puzzles and their solutions.

The clues module provides hints or guidance to the players. The main game loop handles player's input, checks for puzzle completion and progress to the next room accordingly.

MAIN FUNCTIONS



```
play_room(room)


explore(room)

interact_with_item(item_name)

get_next_room_of_door(door,
current_room)

wake_up()

timestamped_print(message)
```



These functions work together to create a dynamic and interactive narrative game. The player's choices and interactions with the game elements determine the flow and outcome of the game.

OUR WORST (TECHNICAL) CHALLENGES

PUZZLES

Creating challenging yet solvable puzzles was complex. Developing algorithms and mechanisms for validating solutions, generating random puzzles, and managing clues.

OBJECT INTERACTIONS

Detecting player actions, manipulating objects, and updating the game state accordingly. Managing object inventories and relationships adds an extra layer of complexity.

GAME FLOW

Facilitating scene transitions, enabling non-linear gameplay, and crafting a coherent narrative. Handling game states and saving progress posed significant challenges, to give a smooth experience for the player.

PLAYER PROGRESS

Tracking player progress and managing it is vital, including completed puzzles, unlocked areas, and timely display of relevant information. Creating a subtle hint system, without revealing the solution, was challenging.

Overcoming these challenges was a gradual process. We've been patient, persistent, and resilient, didn't hesitate to adjust when needed.

We conducted thorough research using Google, discussed with classmates, and sought guidance from our class mentors.

For an effective result, we searched further on forums and collabs, Google and GitHub. It enriched our knowledge, and brought our project to life.



WHAT A MISTAKE!

Poor knowledge, planning scenes, managing time and lack of attention to detail are on highlights, but in addition to the above we also have to include neglecting to plan the game flow, overcomplicating the puzzles, along with lack of testing and debugging.

These mistakes lead to new discoveries and validate some existing knowledge as it is applied to practical advancements. Rather than avoiding or dismissing mistakes, we learned from them. They provided valuable lessons, helped us to identify areas for improvement, developed resilience and problem-solving skills.



**“TRUST THE
PROCESS”**

—SOMEONE FAMOUS

DEMO

ARE YOU BRAVE ENOUGH? [Y] [N]





DISCLAIMER

ALL THE CHARACTERS APPEARING IN THIS GAME ARE FICTITIOUS. ANY RESEMBLANCE TO REAL PERSONS, LIVING OR DEAD, IS PURELY COINCIDENTAL. NO ANIMALS WERE HARMED IN CREATING THIS GAME.

THANK YOU

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