**Project Documentation**

Attention: This document is what you will actually turn in to Mr Peggs and get a grade for. Please condense to as little paper as possible, because you will print this & physically turn this document in.

**MAKE A COPY OF THIS DOCUMENT!!!!!**

Your Name: Harsha Malipeddi

Brainstorming (use brainstorming to come up with ideas) (try to get at least 8 ideas for a game or story) Type these ideas right here:

* Indiana Jones
* Ghost of Casper
* AI Dungeon
* Simple Room Exploration
* Knight saving princess from a castle
* **Escape Room**
* Time Traveling Puzzle
* Zork and The Hitchhiker’s Guide to the Galaxy

(we will discuss these as a class, so be prepared)

Pick your idea and tell me why you picked it: (2-4 sentences):

* Escape Room
* Why?: There are many quests to solve in an escape room. There are fights between the player and the enemy.

Sprint Task List:

A Sprint Task List is a way to track how you get things done. Remember to break things down into smaller pieces. (I.E., use scratch to create characters, then type what you want the character to look like) (you will have at least 6 of these)

Tuesday 4/1:

* Research python games or stories
* Start brainstorming ideas for an game or a story

Thursday 4/3:

* Continue working on brainstorming ideas for an game or a story
* Start planning my escape room text adventure game in google docs

Friday 4/4:

* Continue planning my escape room text adventure game in google docs
* Come up with a theme for my escape room

Monday 4/7:

* Start programming my escape room game
* Start explaining what my program is doing using comments

Thursday 4/10:

* Finish up programming my escape room game
* Add a piece of code in the if response is equal to one to determine whether the user would like to sneak or rush in into my escape room game
* Make some other modifications to my code
* Start explaining what my program is doing using comments

Friday 4/11:

* Add Scenario 3 and Scenario 4 code into my escape room game
* Import the os module and add a piece of code to clear the screen before the game starts
* Do some cleanup to my code if needed
* Run my program to see if it is working
* Submit a final product of my project when finished

Screenshots of Finished Game Code: (be sure to explain in your code what each line or block of code is doing) (YOU CAN ALSO PRINT DIRECTLY FROM CANOPY



