Intro to CS Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Final Project: “Choose Your Own Adventure”**

**Due Date: \_\_\_\_\_\_\_\_\_\_**

**NO UNEXCUSED EXCEPTIONS**

**Design Statement:**

Design a succinct but flavorful storyline to transport a user in to. Using python, write a program that allows the user to navigate through a series of locations in the story, making decisions along the way that affect the outcome of the story.

**Project Details:**

* Must have a minimum of 6 separate, accessible locations within story. (Minimum 4 locations for seniors)
* User must be able to “solve” the game. That is, user should be able to complete the story without dying.
* The user must be able to make at least one non-directional choice in the game.
* Story must include an occasion in which the user perishes in some non-gruesome fashion.

**Grading Categories (see attached rubric for details):**

**20 Points** for Story Map and Scenario

**35 Points** for Python Code

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**Story Map & Scenario:**

Using boxes, symbols, words, arrows, etc., sketch a map of your story. Include North-South-East-West or up/down to help your teacher understand the placement of all locations. Include the story’s summary and resolution, too. Also include whether players can navigate in both directions and what those directions would be for each location.

**Example:**

|  |
| --- |
| **Story Title:** *The Haunted House*  **Story Map:**  North  **Story Scenario:** As the story opens, the user wakes up in an unfamiliar back yard in the middle of the night. The yard is fenced; however, there is a house on the east side of the yard. The user must enter the house and look around until they find a key in the medicine cabinet in the bathroom. The key opens a door at the north end of the kitchen, allowing them to go free (and live). The master bedroom is haunted, and if they touch anything, they are face-slapped and end up back in the back yard to start again. The exception is if they touch the pillow, in which case, they die from an allergic reaction to the feathers. ☹ |

**Your Story:**

|  |
| --- |
| **Story Title:**  **Story Map:**  **Story Scenario:** |

Student Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**(Tear off this sheet and return it for grading!)**

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| --- | --- | --- | --- | --- | --- | --- |
| **Choose Your Own Adventure** | | | | | | |
|  | | | | | | |
| **Graded Item** | **Points**  **Available** | | **Points**  **Earned** | | **Teacher’s Comments** | |
| **Story Map**   * Easy to understand * Matches the python program storyline | **5** | |  | |  | |
| **Map Directions**   * Directed Arrows * Each ‘Direction’ instruction labeled | **5** | |  | |  | |
| **Story Scenario**   * Uses complete sentences * Easy to read | **5** | |  | |  | |
| **Story Solution**   * Provide the optimal path to navigate your story world and solve the mystery | **5** | |  | |  | |
| **Python Code**   * ##Contains a heading that includes student name and storyline## | **5** | |  | |  | |
| * Includes comments thoughtfully describing the complex parts of the program | **5** | |  | |  | |
| * Will run and print the first room description and take ‘garbage’ input and print “You can’t do that here.” without crashing. | **5** | |  | |  | |
| * Run through your entire scenario without errors * Allow for ‘exploration’ of the system | **15** | |  | | Note: We don’t have time to grade every detail of every location. So we’ll work through the story, making decisions as we go. If we can get to the end without wonky code errors, student receives all point. For every time the user has to start over due to errors in the code or storyline gaps, the student loses “3” points. | |
| * User able to interact with something else in the world to solve the mystery | **5** | |  | |  | |
| **Intro To Comp Sci**  **Grade Sheet** |  | Subtotal: | |  | | **Project is due on \_\_\_\_\_\_\_** |
| Deductions: | |  | |
| Final Grade: | | **55** | |