

@penCHORD_UoE
@peninsula_ARC



HSMA 5 Coding Club
Coding Club 1
Dr Daniel Chalk

"The first rule of coding club..."



#hsma5isalive

Coding Club

HSMA Coding Clubs are sessions to allow you to practice your coding skills together in fun ways! Each club will get you to practice some of the skills that you've recently learned on the course.

In each coding club, you'll either split into groups or work as one group, depending on numbers.

Coding Club

In each Coding Club session, you'll be given a task (or choice of tasks) to work on in your group.

You'll have about 1 hour 30 minutes to undertake the task, and then the group(s) will share what they've done at the end of the session.

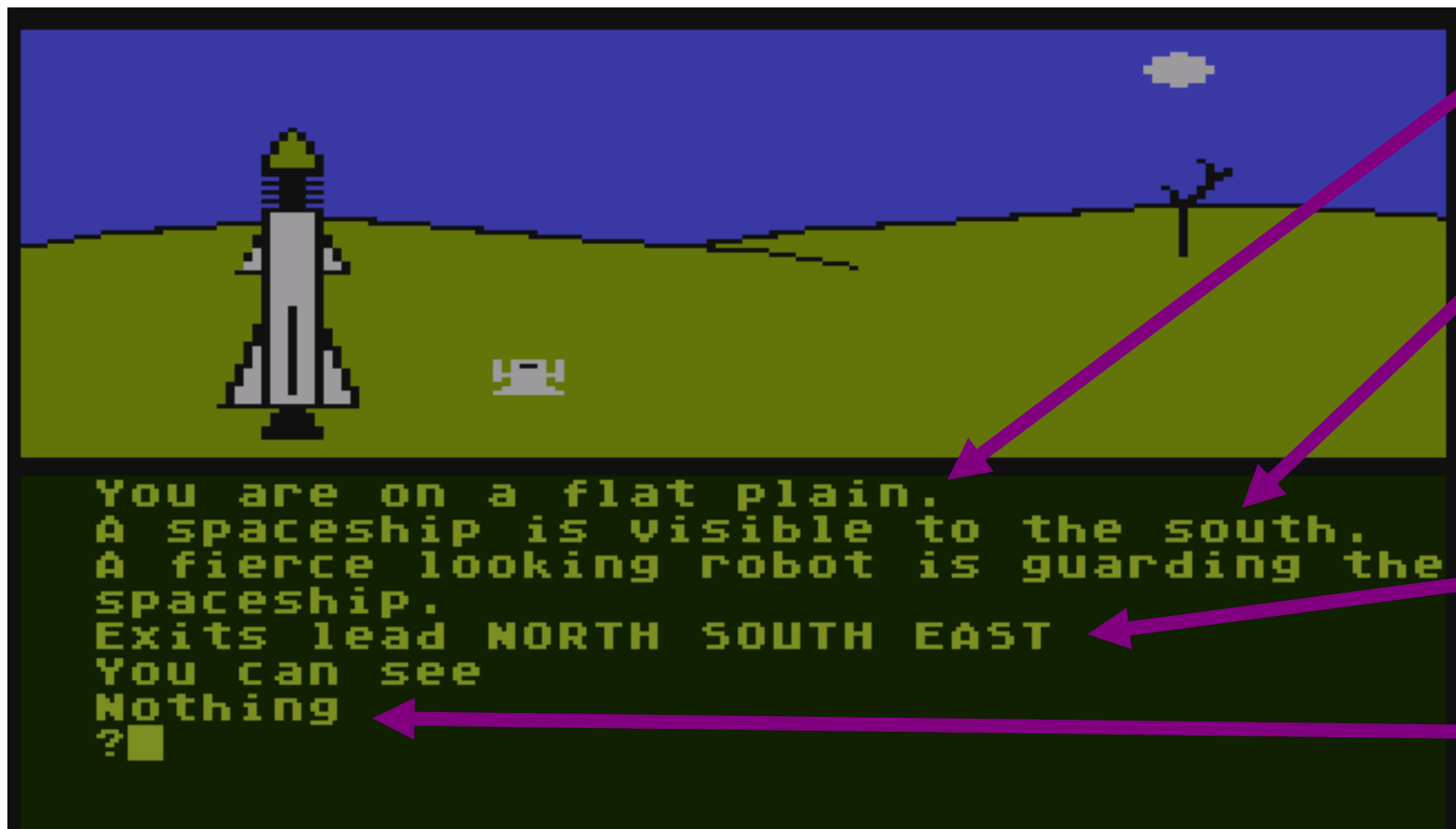
Work produced in the coding clubs will be uploaded to the hsma5-student GitHub organisation.

You are in a room

For today's task, you are going to write a simple *text adventure* in Python.

Text adventures were popular early computer games, particularly in the 80s. Popular examples included the *Zork* series, *The Hitchhiker's Guide to the Galaxy*, *The Hobbit*, *The Guild of Thieves* and more.

Let's explain (or remind ourselves) how a text adventure works.



Location

Objects /
people of
interest

Exits

Objects that
can be
picked up

In a text adventure, the player navigates a series of locations (commonly referred to as *rooms*). Upon entering a room, the player is presented with a description of the room, which typically includes :

- a description of the location
- items / people / other objects of interest that can be seen
- potential exits



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The player interacts with the world by typing in instructions, typically using simple verb-noun pairs. Examples of common instructions include :

- n / e / s / w / u / d : go north / east / south / west / up / down
- get bucket : get the item “bucket” (can use “take”)
- examine fire : look more closely at the fire
- pour bucket on fire : adhoc instructions like this are used when interacting in some way
- inventory : show the player the items they are carrying
- look : repeat the description of the room

If the interpreter doesn't understand something the player writes, the player is informed.

You are standing outside a country cottage with a thatched roof. The sunlight casts a glow across the bricks and almost blinds you with its brightness as it reflects off the solitary window at the front of the house. A bright red door to the north welcomes visitors to the property, along with a outdoor mat with the word “Welcome”. The path you came up leads back to the south.

? OPEN DOOR

You try to open the door, but it’s locked.

? INVENTORY

You are carrying : a wallet, a mobile phone

? EXAMINE WALLET

The wallet is empty, except for a photograph of an old man.

? EXAMINE MATT

I don’t understand “MATT”

? EXAMINE MAT

The mat is brown and bristly. You can feel something underneath one of the corners.

? LIFT MAT

You lift the mat and find a key.

? TAKE KEY

You now have the key.

? UNLOCK DOOR WITH KEY

You hear a satisfying click as the door unlocks.

? OPEN DOOR

The door is now open

? N

You are standing in a small hallway. Exits lead off to the east and west, and a set of stairs leads upwards.

Your task



You are now going to, in your group(s), design and write a simple text adventure in Python using the skills you have learned so far on the course.

At the end of the session, we'll ask the group(s) to share their adventure(s) by uploading them to the GitHub repo for this coding club https://github.com/hsma5-student/coding_club_1 and we will play them live!

We'll dip in and out of the breakout rooms to listen in – let us know if you need some help!