

WEEK 5: Time for some coding fun :)

As you come in and get settled, follow these instructions:

1

If you're in **Bill's Advanced class**, please let us know in the chat!

2

If you're not in the Microsoft team, **check your email** to see if you received an invitation.

Otherwise, **email me at** j.clarisse.d@gmail.com

3

Check out Microsoft Teams and try the '**Test Your Skills**' exercises!

You will need the practice for today's lesson :)

Choose Your Own Adventure!

- A story written from a second-person point of view.
- The user plays the role of the protagonist and makes choices that determine the plot's outcome.

Step 1: Begin the game

- Ask the user for their name
- Describe your setting and your aim

E.g Bedroom, Aim: Get to school

IMPORTANT: Debug as you go

- Everytime you add something new, run your code to see if it works

Step 2: User's first decision

- Give the user an option
E.g Get up, go back to sleep

Primary & Secondary Events

- Primary
 - Every user experiences these events no matter what decision they make
 - Easier to code
- Secondary
 - Occur as a result of a primary event
 - Used nested 'if' statements

IMPORTANT: Try all possibilities

- Run your code, each time selecting a different option
- Make sure your code works

Step 3: Point System

- Add points for good decisions
- This will dictate the situations the user finds themselves in

Step 4: User Inventory

- Use lists to store the user's items
- Add if they pick something up
- Remove if they drop it

Step 5: Scanning Options

- Use a for-loop to scan through a list and give the user some options
 - E.g Scan through food items and ask the user if they want to eat, Scan through free seats in a classroom and ask the user where they want to sit

Step 6: Time Limits

- Use a while loop to restrict the user's decisions to a time limit

Step 7: Create Your Outcomes

- Write your endings (recommend 3)

Save Your Game

- Make sure you save your game somewhere:
 - Email it to yourself
 - Message it to me on Teams
 - Microsoft Word or Notepad