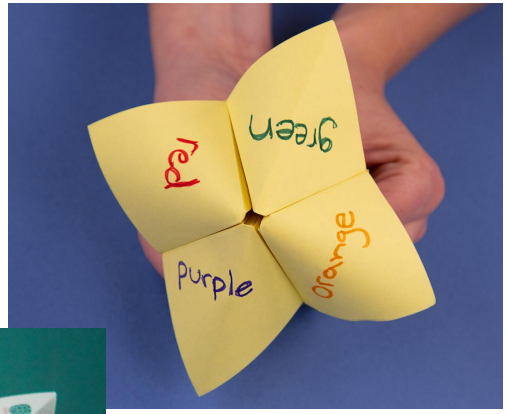
T1A3 Terminal Application

Jacqueline Cope

What is Chatterbox?

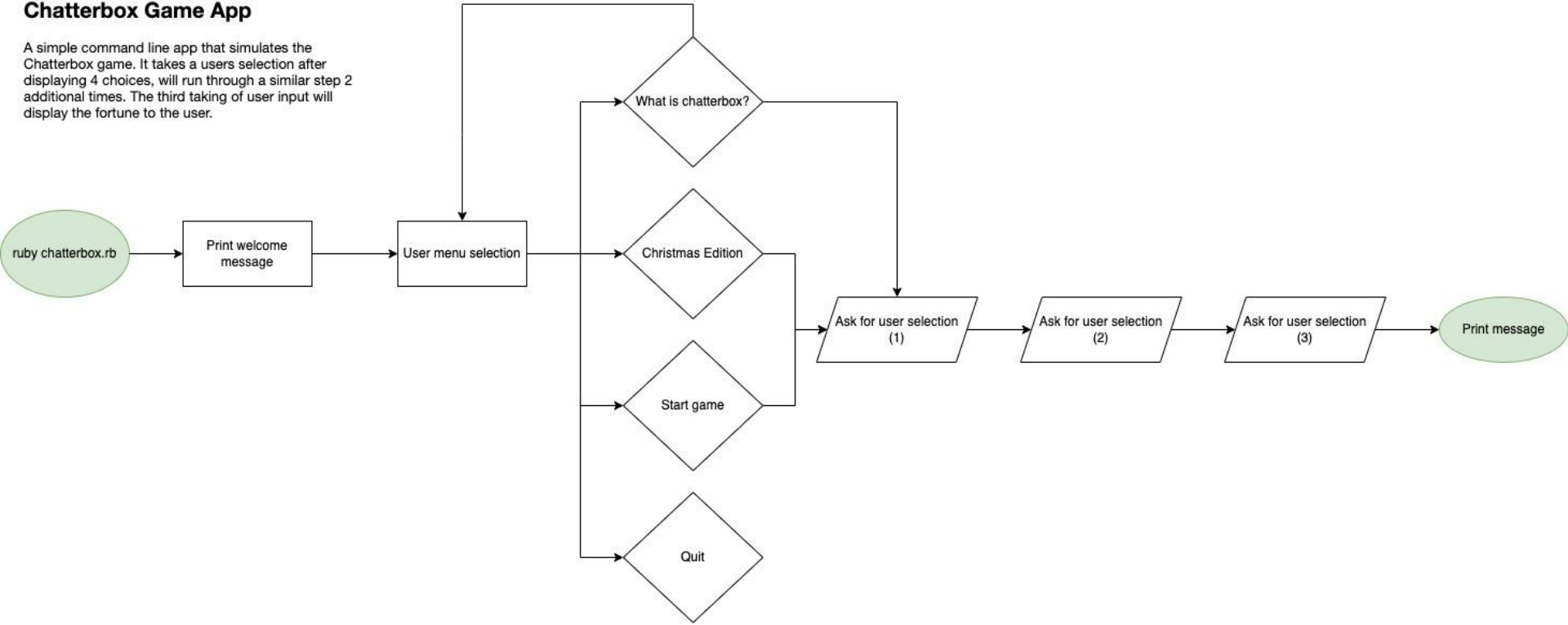
- Traditional origami fortune teller game
- Common children's game
- User has to make a number of decisions and is revealed message at the end
- Easily adapted to be played in various way - truth or dare, decision maker, jokes etc.

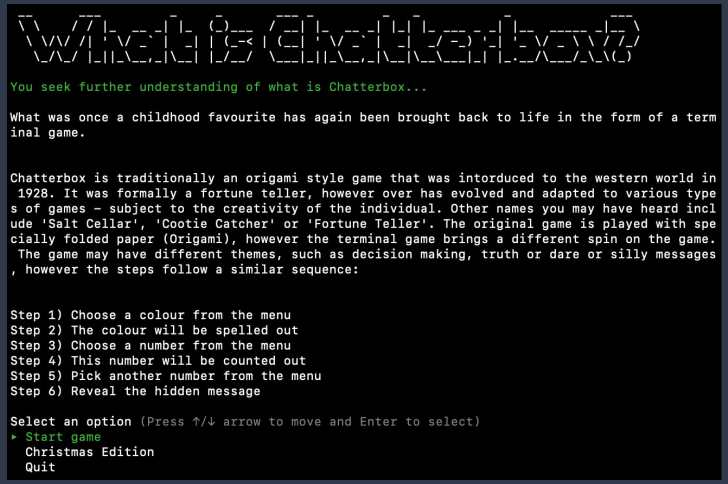


App Diagram

Chatterbox Game App

A simple command line app that simulates the Chatterbox game. It takes a users selection after displaying 4 choices, will run through a similar step 2 additional times. The third taking of user input will display the fortune to the user.





Features

- Menus - Through the use of TTY-prompt
- User Input & Output
- Use of Colours - Colorize & Lolize
- ASCII Images
- Watch this space

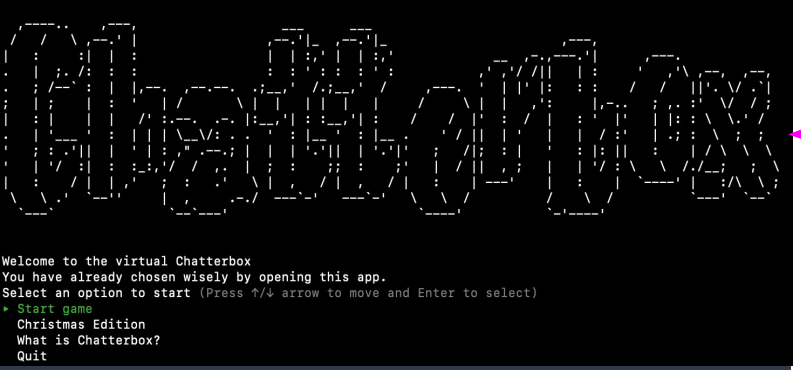
Walk-Through

- Made up of cases
- Takes user input via menu
- Confirms user choice
- Allows letters of word to print individually

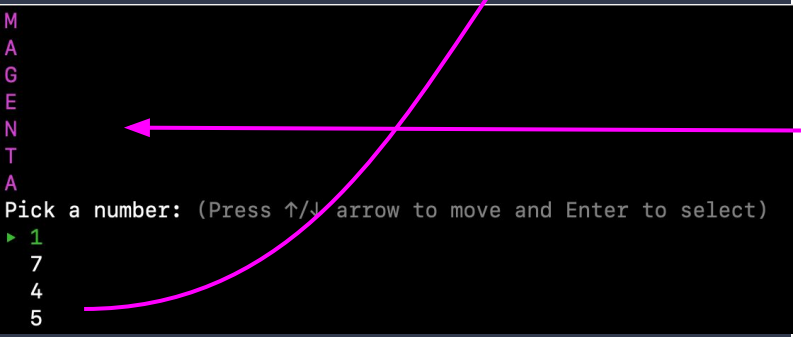
```ruby
#BASIC MENU SYSTEM

choices = {
  'Start game': 1,
  'Christmas Edition': 2,
  'What is Chatterbox?': 3,
  'Quit': 4
}
input = prompt.select('Select an option to start', choices)
puts input

case input
when 1
  puts 'You have selected to Play'.colorize(:orange)
  system "clear"
  colours = { 'Blue': 1, 'Magenta': 2, 'Yellow': 3, 'Emerald': 4 }
  colour_choice = prompt.select('Pick a colour:', colours)
  puts "You have selected #{colours.key(colour_choice)}"
  # Assigns key names as an uppercase string to the variable letters
  letters = colours.key(colour_choice).to_s.upcase
  system "clear"
  spell_l(letters)
  number_choice1 = prompt.select('Pick a number:', random_numbers)
  system "clear"
  puts "You have selected #{number_choice1}"
  count_nums(number_choice1)
  number_choice2 = prompt.select('Pick another number:', random_numbers)
  system "clear"
  puts fortune_ascii_art
  puts "You have selected #{number_choice2}"
  fortune(number_choice2, rainbow)
```



Methods




```ruby
# prints banner in welcome page
def banner_ascii
  begin
    puts File.read('./data/banner.txt')
  rescue
    puts "Something unexpected happened to the image that should be here".colorize(:red)
  end
end

# returns an array of 4 random numbers from 1-8
def random_numbers
  numbers = [1, 2, 3, 4, 5, 6, 7, 8]
  random_nums = numbers.shuffle[0, 4]
  return random_nums
end

# loops through the colour selected, printing each letter on a separate line in its colour
def spell_l(letters)
  if letters == 'BLUE'
    letters.split('').each { |l| puts l.colorize(:cyan) }
  elsif letters == 'MAGENTA'
    letters.split('').each { |l| puts l.colorize(:magenta) }
  elsif letters == 'YELLOW'
    letters.split('').each { |l| puts l.colorize(:yellow) }
  else
    letters.split('').each { |l| puts l.colorize(:green) }
  end
end
```

Development Review

Challenges:

- Understanding the logic of how to write the code
- Using gems
- Iteration method for generating random number
- Use of hashes in menu options
- Testing
- Planning

Ethical Issues:

- Potentially problematic for those with vision impairments or colour blindness

Favourite Parts:

- Finding cool gems - eg. ‘Lolize’
- Writing code that works!
- Gradually starting to understand how to handle error messages

Thank you!