User Persona 1:
Our hypothetical person is Professor Smith, who is a professor at Smith College teaching a class about the plot and development of Choose Your Own Adventure video games such as “The Last of Us” and “Until Dawn”, and how such interest, tropes, and compelling gameplay could have relevance to current pop culture. We imagine them using our python game as an icebreaker to get the class warmed up at the beginning of the semester, our hope being that not only does the code work, but the code might accurately reflect a tidbit of what these video game interactions might be like, including the consequences and compelling story narrative leading to the resolution, or end. This professor might have a very sparse background in LaTex and Python, maybe having learned beginner turtle graphics in their youth. They know enough to explain how to use the interpreter and how to interact with it for this fun little icebreaker. Every professor wants to make their students feel comfortable in different and engaging ways, and we could even imagine the students revisiting this version of the game and possibly reworking, adding, or updating it for more and more generations of Smith students to enjoy!

User Persona 2:

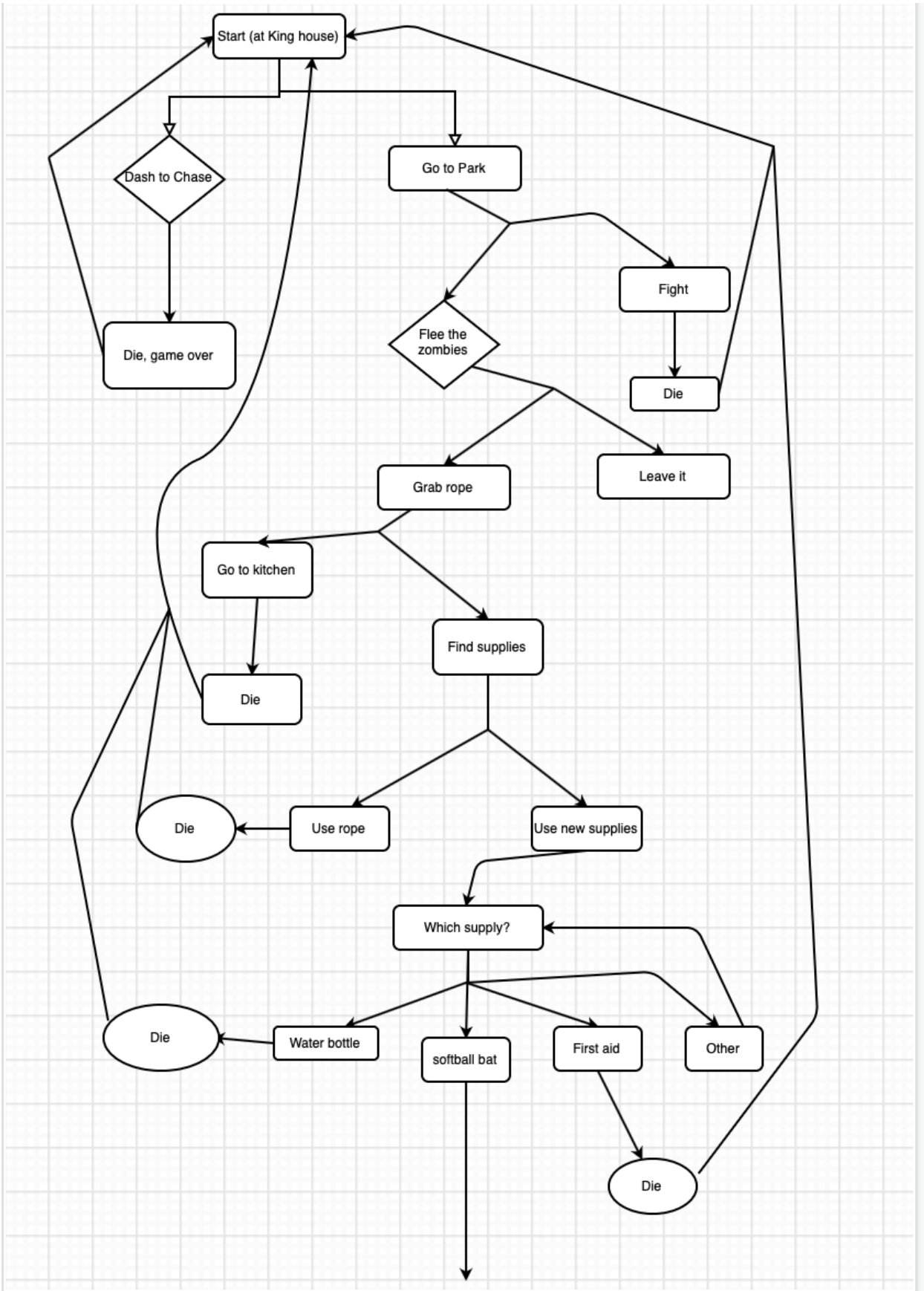
Our hypothetical person/group that would use this project is a teacher at an elementary/middle school Python class trying to introduce the idea of pathways and turtle graphics. This would be a very engaging way to grab the students’ attention and get them thinking about how different results will pop up based on user interaction. It would be a way to introduce the concept of “if/else” statements and eventually an introduction to the turtle. This teacher obviously has a computer science or programming background and their students probably do not. We could also see the students then taking this game as a template in order to create their own Choose Your Own Adventure Story game!

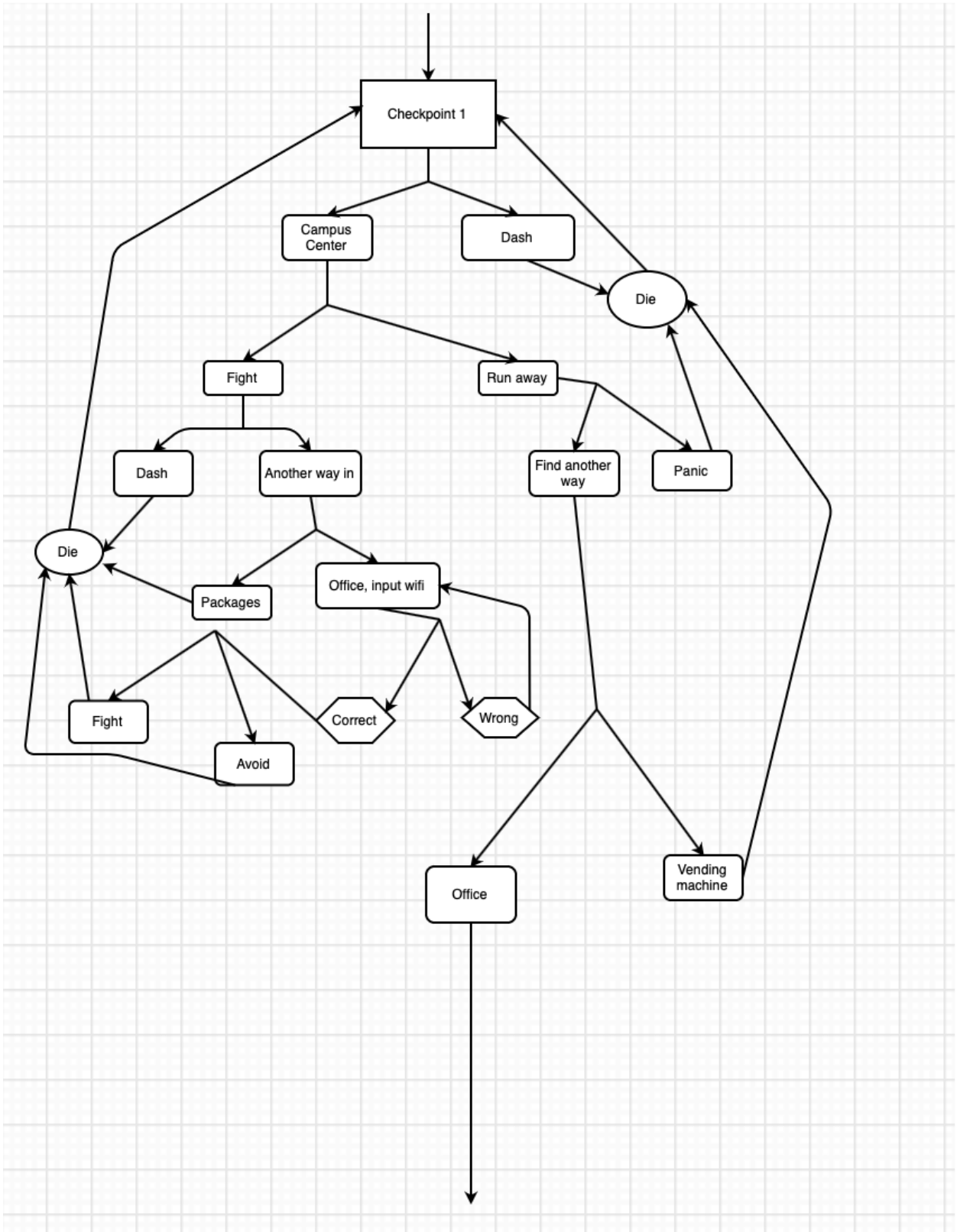
User Persona 3:

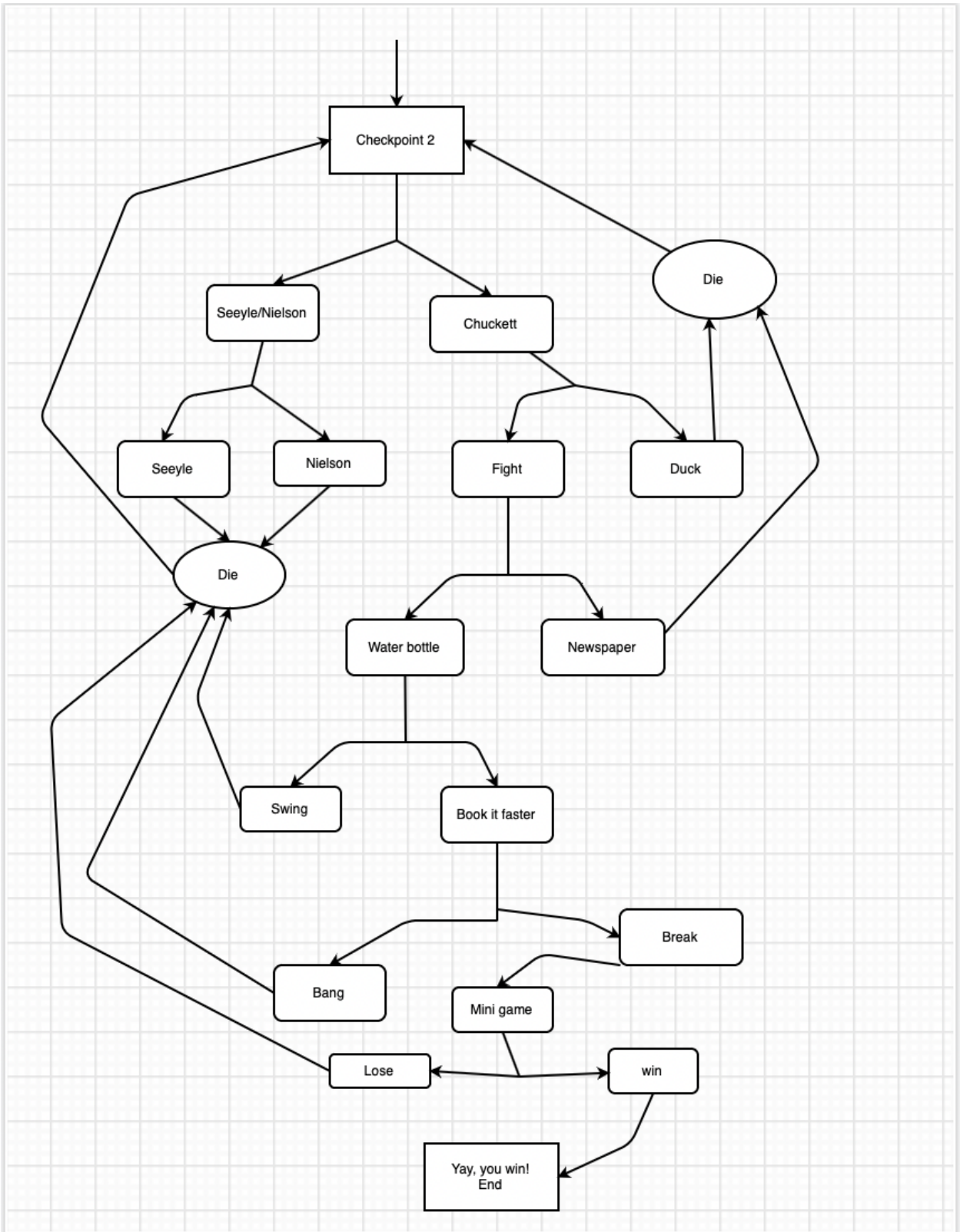
Our hypothetical person is a newly admitted Smithie who was just given a tour of the campus. During some down time, the tour guide offered a fun little game to test their new knowledge of where all the buildings were for a prize at the end of the tour. They open this game and suddenly are forced to use how far apart each building is in relation to each other in order to make sensible choices to survive the game. The fastest person wins and is able to win a goodie bag full of Smith inspired merch! This again shows how the game is a nice way to break the ice and to make people feel more comfortable or inspired. The game can also be used in this context to give prospective SMith students a sense of the campus before they arrive.

Rubric:

Style Points - 2 points	The Readme file is clear and easy to understand, the code uses appropriate and informative variable names, and the code runs without errors
Checkpoints - 1 point	Correctly loops back to the appropriate checkpoint when the user dies
Minigame - 2 points	The minigame runs smoothly and effectively demonstrates knowledge of graphics and animation
Dictionary - 1 points	Correctly reads from multiple files and calls dictionary keys to prints out user instructions throughout the game
Continue - 1 point	Code terminates if user declines to continue playing when prompted after death
Complexity - 2 points	Uses concepts and code uniquely, employs a wide range of material learned in class
Good coding design - 1 point	Employs various coding techniques and design practices to ensure brevity in code


Start (at King house)
Dash to Chase
Go to Park
Die, game over
Fight
Flee the zombies
Die
Grab rope
Leave it
Go to kitchen
Find supplies
Die
Die
Use rope
Use new supplies
Which supply?
Die
Water bottle
softball bat
First aid
Other
Die


Checkpoint 1
Campus Center
Dash
Die
Fight
Run away
Dash
Another way in
Find another way
Panic
Die
Packages
Office, input wifi
Fight
Avoid
Correct
Wrong
Office
Vending machine


Checkpoint 2
Seeyle/Nielson
Chuckett
Die
Seeyle
Nielson
Fight
Duck
Die
Water bottle
Newspaper
Swing
Book it faster
Break
Bang
Mini game
Lose
win
Yay, you win!
End