

# COM S 127 - Assignment #4 Grading Rubric

This assignment was assigned on 10-10-2022

This assignment is due by 11:59 p.m. Friday, October the 21st (10-21-2022). It will be considered 'late' if turned in after this time. However, there will be a two (2) day 'grace period' extended until 11:59 p.m. Sunday, October the 23rd (10-23-2022). If the assignment is turned in after 11:59 p.m. Friday, October the 21st, but before 11:59 p.m. Sunday, October the 23rd, it will suffer at 10% 'late penalty' to the grading. The assignment will not be accepted after 11:59 p.m. Sunday, October the 23rd.

## Assignment Objective

The purpose of this assignment is to allow students to become more familiar with the use of 'functions.' This assignment will require the use of several 'functions,' as well as the application of 'input validation' to player input. The student will be given a pre-coded 'start' file, to which they will have to add several new features. This assignment will also require more substantial use of logical thinking to complete its objectives than previous assignments.

## Instructions

Students should study the file provided, and notice the various 'TODO' comments. These indicate tasks in the file that students should complete by typing in their own original code. These 'TODO' comments indicate items in the script which will be evaluated for the final grade on the assignment. The file the student submits **must** be named **dungeonCrawl.py**.

The various 'TODO' comments can all be found inside the **dungeonCrawl.py** start file.

## Files Provided

Students will have access to the following 'start file,' which will detail all of the TODO tasks:

dungeonCrawl.py

## Example Output

```
Welcome to Dungeon Crawl...
```

```
By: Matthew Holman  
[COM S 127 A]
```

```
-----  
MAIN MENU: [p]lay, [i]nstructions, or [q]uit?: asdf
```

```
Please enter [p], [i], or [q]...
```

```
-----  
MAIN MENU: [p]lay, [i]nstructions, or [q]uit?: i
```

```
Traverse the dangerous dungeon and collect all the gold...
```

```
-----  
MAIN MENU: [p]lay, [i]nstructions, or [q]uit?: p
```

```
-----  
You have entered the dungeon in search of gold! What will you find in the rooms beyond?
```

```
The room has 10 gold pieces in it...
```

```
After taking the gold, you currently have 10 gold pieces in your possession...
```

```
[n] ?: n
```

```
-----  
You have moved deeper into the dungeon... You sense this is a central crossroads of the dungeon!
```

```
Fortunately, there were no monsters in this room...
```

The room has 10 gold pieces in it...

After taking the gold, you currently have 20 gold pieces in your possession...

[n] [s] [e] [w] ?: e

-----  
You have engaged in combat!

You have encountered an enemy SLIME monster...

It has 2 HP and 1 ATTACK strength...

COMBAT: [a]ttack, [f]lee: a

You have HIT the enemy monster! Its HP is: 1 / 2

You have been HIT by the the enemy SLIME monster! Your HP is: 9 / 10

COMBAT: [a]ttack, [f]lee: a

You have MISSED the enemy monster...

The enemy SLIME monster has MISSED you...

COMBAT: [a]ttack, [f]lee: a

You have MISSED the enemy monster...

You have been HIT by the the enemy SLIME monster! Your HP is: 8 / 10

COMBAT: [a]ttack, [f]lee: a

You have MISSED the enemy monster...

You have been HIT by the the enemy SLIME monster! Your HP is: 7 / 10

COMBAT: [a]ttack, [f]lee: a

You have HIT the enemy monster! Its HP is: 0 / 2

Congratulations! You have defeated the enemy SLIME monster...

The room has 20 gold pieces in it...

After taking the gold, you currently have 40 gold pieces in your possession...

[w] ?: w

-----  
Fortunately, there were no monsters in this room...

You have already visited this room before...

[n] [s] [e] [w] ?: w

-----  
You have encountered a magical shop! You have 7 / 10 HP. Will you pay 15 / 40 gold to heal your wounds?

HEAL?: [y]es [n]o: y

You have healed yourself! You currently have 10 / 10 HP, and 25 gold.

The room has 0 gold pieces in it...

After taking the gold, you currently have 25 gold pieces in your possession...

[e] ?: e

-----  
Fortunately, there were no monsters in this room...

You have already visited this room before...

[n] [s] [e] [w] ?: n

-----  
You have engaged in combat!

You have encountered an enemy SLIME monster...

It has 2 HP and 1 ATTACK strength...

COMBAT: [a]ttack, [f]lee: f

The enemy SLIME monster has MISSED you...

COMBAT: [a]ttack, [f]lee: a

You have HIT the enemy monster! Its HP is: 1 / 2

You have been HIT by the the enemy SLIME monster! Your HP is: 9 / 10

COMBAT: [a]ttack, [f]lee: a

You have HIT the enemy monster! Its HP is: 0 / 2

Congratulations! You have defeated the enemy SLIME monster...

The room has 5 gold pieces in it...

After taking the gold, you currently have 30 gold pieces in your possession...

[n] [s] ?: n

-----  
You sense that the EXIT of the dungeon is just ahead! Will you escape? Or will you keep exploring?

You have engaged in combat!

You have encountered an enemy SLIME monster...

It has 2 HP and 1 ATTACK strength...

COMBAT: [a]ttack, [f]lee: a

You have HIT the enemy monster! Its HP is: 1 / 2

The enemy SLIME monster has MISSED you...

COMBAT: [a]ttack, [f]lee: a

You have HIT the enemy monster! Its HP is: 0 / 2

Congratulations! You have defeated the enemy SLIME monster...

The room has 10 gold pieces in it...

After taking the gold, you currently have 40 gold pieces in your possession...

[n] [s] ?: n

You have escaped with 40 gold from the dungeon!

-----  
MAIN MENU: [p]lay, [i]nstructions, or [q]uit?: q

Goodbye!

## Special Notes

**NOTE:** This assignment is *substantially* more difficult than previous assignments.

- Completing this assignment may require the student to start their work 'before the last minute.' Please plan accordingly.
- The student's script **CANNOT** crash under any circumstances. Any portions of the student's code where the script crashes will receive a zero (0) for that aspect of the game.

- For example, if a student's script crashes during the 'combat' section, the student will not earn the point for implementing that particular feature.
- Much of the logic in this assignment is the same as in the previous one. The student should feel free to reuse as much previously written code as possible.

**NOTE: Assignments turned in in any other format other than a .py file will not be accepted.**

- Screenshots of code **will not** be accepted.
- .sln files are **not** code files - they contain **no** Python code and **will not** be accepted.
- .zip, .rar, .tar.gz, and other compressed files **will not** be accepted.
- If a student's submission is not in a .py file, it will not be graded.
  - **THIS WILL LEAD TO THE STUDENT RECEIVING A ZERO (0) ON THE ASSIGNMENT.**

**NOTE: Submitting the assignment on Canvas may result in either an error message or a 'spinning blue circle' on the submission page. This is the normal/ expected behavior.**

- So long as the top of the page reads 'Submitted' in green text, there should not be a problem.
- The student can email a Graduate TA/ UGTA to confirm the status of their submission.

## Grading Items

- **(Due Date AND File Name)** Was the assignment turned in by the due date, **AND** is the file named **dungeonCrawl.py**? \_\_\_\_\_ / 1
- **(Name In Script AND Delete First TODO AND Name In Output)** Has the student typed in their name/ date/ assignment number at the top of the **dungeonCrawl.py** file, **AND** did the student delete the first 'TODO' comment in **dungeonCrawl.py** such that the first thing in the file is their name/ date, **AND** Has the student added their name/ section number to the initial script output?: \_\_\_\_\_ / 1
- **("p" Section Tasks)** Has the student completed the "p" section tasks?: \_\_\_\_\_ / 6
- **("i" Section Tasks)** Has the student completed the "i" section tasks?: \_\_\_\_\_ / 1
- **("q" Section Tasks)** Has the student completed the "q" section tasks?: \_\_\_\_\_ / 1

**TOTAL** \_\_\_\_\_ / 10