



Δit-J³




DATA ANALYSIS BOOTCAMP

PROJECT #1

PYTHON ROOM ESCAPE GAME

Development idea



- One Interface.
- Rank.

 jgoncsilva committed bbcca8b 9 hours ago

33 commits 3 branches 0 tags


Final-Project	update readme.md	9 hours ago
Tests_Changes_Version	Add image for visualize game	10 hours ago
.gitignore	Organizate Master Repo	11 hours ago
README.md	Update READMEMD	9 hours ago

README.md



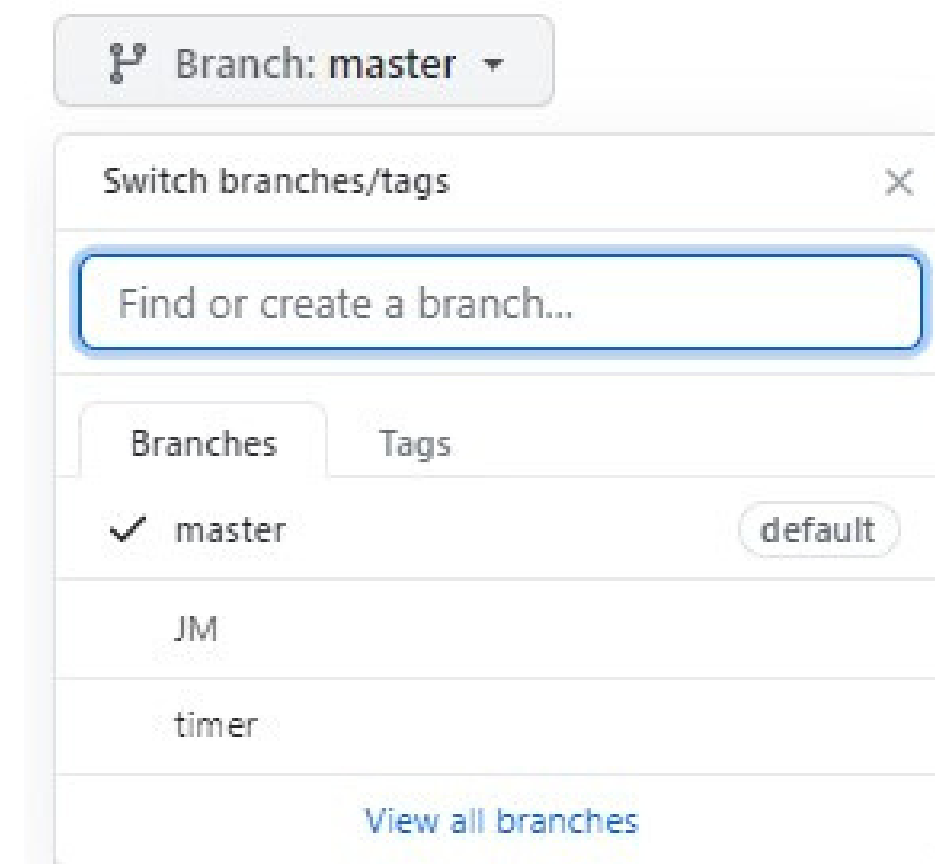
Project 1 - Week1

(IronHack Data Analytics Bootcamp Lisbon June 2020)



Made by Alt-J³

Getting into industry practices



[HTTPS://GITHUB.COM/JGONCSILVA/PROJECT1_IRONHACK_WEEK1](https://github.com/jgoncsilva/project1_ironhack_week1)

Features

Game over and replay (how are they related with the copy and variables).

```
0 INIT_GAME_STATE = {
1     "current_room": game_room,
2     "keys_collected": [],
3     "target_room": outside,
4 }
5
6 def game():
7     # the game code here
8     game_state['keys_collected'].append('A')
9     # more game code
10    game_over()
11
12    # more functions definitions here
13
14 def game_over():
15     if player_wants_to_play_again:
16         game_state = INIT_GAME_STATE.copy()
17         game()
18
19 game_state = INIT_GAME_STATE.copy()
```

Main challenges

When restarting the game, the game memory (game_state) was not reinitializing properly.

```
9
10 import copy
11
12 INIT_GAME_STATE = {
13     "current_room": game_room,
14     "keys_collected": [],
15     "target_room": outside,
16 }
17
18 def game():
19     # the game code here
20     game_state['keys_collected'].append('A')
21     # more game code
22     game_over()
23
24 # more functions definitions here
25
26 def game_over():
27     if player_wants_to_play_again:
28
29         global game_state
30         game_state = copy.deepcopy(INIT_GAME_STATE)
31         game()
32
33 game_state = INIT_GAME_STATE.copy()
```

Features

Improved playability(case insensibility)
and implemented timer and scoreboard.

```
You wake up on a couch and find yourself in a strange house with no windows which you have
never been to before. You don't remember why you are here and what had happened before. You
feel some unknown danger is approaching and you must get out of the house, NOW!
You are now in game room
What would you like to do? Type 'explore' or 'examine'?explore
You explore the room. This is game room. You find couch, piano, door a
You are now in game room
What would you like to do? Type 'explore' or 'examine'?EXAMINE
Not sure what you mean. Type 'explore' or 'examine'.
You are now in game room
What would you like to do? Type 'explore' or 'examine'?examine
What would you like to examine?couch
You examine couch. There isn't anything interesting about it.
You are now in game room
What would you like to do? Type 'explore' or 'examine'?examine
What would you like to examine?piano
You examine piano. You find key for door a.
You are now in game room
What would you like to do? Type 'explore' or 'examine'?examine
What would you like to examine?door a
You examine door a. You unlock it with a key you have.
Do you want to go to the next room? Ener 'yes' or 'no'yes
Congrats! You escaped the room!
```

Main challenges

Modifying the examine function.

```
So whats my name? wrong answers only: Player1
Player1
You wake up on a couch and find yourself in a strange house with no windows which you have
never been to before. You don't remember why you are here and what had happened before. You
feel some unknown danger is approaching and you must get out of the house, NOW!
You explore the room. This is the game room. You find couch, piano, door a, snake

What would you like to do? Type 'explore' or 'examine'?EXAMINE
What would you like to examine?couch
You examine the couch. I think you've had enough rest! So much so that you don't even know
where you are. Keep moving

What would you like to do? Type 'explore' or 'examine'?examine
What would you like to examine?piano
You examine the piano. You find key for door a.

What would you like to do? Type 'explore' or 'examine'?examine
What would you like to examine?door a
You examine the door a. You unlock it with a key you have.

Do you want to go to the next room? Enter 'yes' or 'no'yes
You explore the room. This is the bedroom 1. You find queen bed, door a, door b, door c

What would you like to do? Type 'explore' or 'examine'?[]
```

Zoe	10.048361
Antero	11.429090
Felipython	13.011736

Three men are standing in front of a wall with a large white logo. The man on the left is wearing a black sweater, the man in the middle is wearing a light blue button-down shirt, and the man on the right is wearing a blue denim shirt. The wall behind them has a large white logo that reads 'ΔIt-J³'.

ΔIt-J³

LET'S GET INTO IT

PYTHON ROOM ESCAPE GAME