Python Portfolio Project

## 1. Introduction

I created a detective/choose your own adventure game that takes input for player choices and progresses based on those choices. There is also a feature which allows players to view the clues that they have obtained throughout the game.

## 2. Design and Implementation

I knew that with a choose your own adventure game it was going to be mainly conditionals and a flow chart of where the player ends up at. There were more complex features I wanted to implement but due to time constraints, I limited the scope of the project in order to meet the scheduled deadline.

```
jdc0121@jcarlat MINGW64 ~/Desktop/NucampFolder/Python/1-Fundamentals/portfolio_project
$ python detective_game.py
*Police Sirens* 'Hello Dispatch?, We're going to need a coroner and some backup.. Looks like a homicide.. I see lacerations on the victim and signs of a struggle..
I can also see shoe prints leading into the woods, our suspect may still be out there on foot.. We have a couple of witnesses here who say they've caught a glimpse of
who the perpetrator is but one of them seems to be rather shaken up by the experience.. Get here as fast as possible over and out.

*You step out of a police cruiser and begin walking towards the scene of the crime, a younger man in uniform approaches you as you come near*
What's your name detective?: (Last name preferred) █
```

```
(The investigation portion will now commence Detective Dickson, choose from the following selection where you want to go.)
1). Inspect the body
2). Question witnesses
3). Enter the woods
█
```

```
1). Inspect for additional features
2). Check pockets
3). Inspect blood spatter pattern
4). Check ground near the victim
5). Display Notebook
5
(-------------------------------)
 |                             |
 |                             |
 |                             |
 |                             |
 |                             |
 |                             |
 |                             |
 |                             |
 |                             |
 |                             |
(-------------------------------)
```

**3. Conclusions**

I've learned the frameworks used when creating novel based games and feel this was a good exercise in tandem with Python's ability to quickly implement functionality. The flow chart itself is not complex, the player can easily see everything there is to experience in the game within one playthrough, so due to the simplistic design of the game I've refrained from using more advanced techniques such as OOP or Data Structures/Algorithms besides the already built-in Python List. It is a good story-telling experience however, individuals that have play-tested the project for me have informed me of how good the writing is. I'm unsure of any choices I would have made differently, I suppose that's another benefit to it being a simple project as it makes it easy to prevent unwanted implementations of code. In the future I may want to add a health bar as well as a trust meter into the game to increase the variability of the flowchart in order for the player to experience a unique experience during each playthrough.