Lesson Name: Choose your own adventure

Date: Day\_3

Core Concepts:

Data flow, user input, Data Flow, Data consistency, large strings, advanced loops,

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| engagement: Present Zork |
| Intro:  Explain usage and using the ‘is’ statement to test strings in a ‘list of strings’. |
| Build:  Challenge 1:  Create a choose your own adventure game using functional programming concepts  Challenge 2:  Add combat, player stats, and health to your adventure game  Big Build:  Create a database program that asks people for their names, age, address, and phone number and then saves it for later usage. look up: write(), read(), pickle, shelve, file stuff.  Homework (Not homework):  Take your adventure and halve the number of lines of code it takes up. |
| Conclusion/Notes: |