

PYTHON PROJECT

Escape Room Game

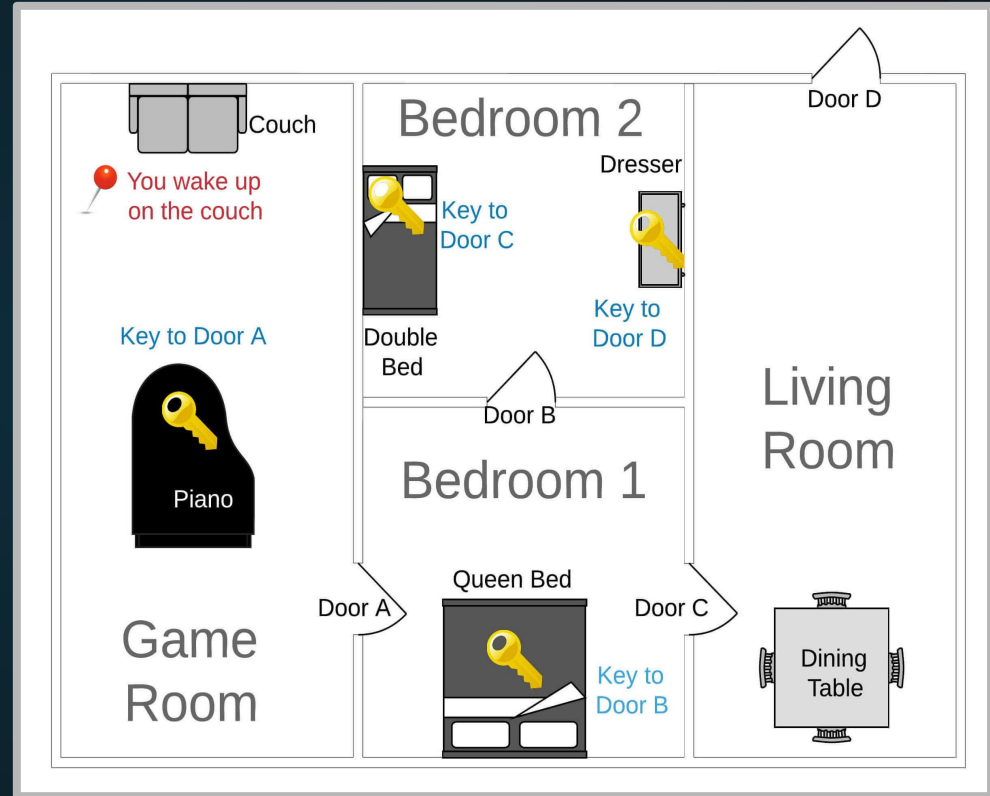
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16.08.2019

Game Description

→ **Goal: escaping rooms**

- Each room can be unlocked with a key
- Keys on some of the items within the rooms



Challenges

1. understanding the structure of the code &
figure out the relation between objects and functions
2. find a process on how to work together in a team and divide the tasks
3. come up with an own improvement of the game and how to adjust the code

Process

1. Team Meeting
2. familiarize with the code
3. split the tasks

Linda	Laura	Alona
adding objects	extending object relations	coding improvement
Presentation Slides	Presentation Slides	

Learnings

- improve the organizational work flow
- understanding structure of a game code
- Github:
 - write meaningful commits
 - pushing and pulling properly

Improvements

- we introduced a new item to the game → Fly
 - add item fly
 - add object relations to game room
 - extend code such that there is a choice to kill the fly or not



Code

Adding fly dictionary

```
fly = {  
    "name": "fly",  
    "type": "fly"  
}
```

Adding fly to object relations

```
object_relations = {  
    "game room": [couch, piano, door_a, fly],  
    "piano": [key_a],  
    "...."  
}
```

Code:

```
def play_room(room):  
    ....
```

```
print("BZ" + "Z" * 100)
```

```
def examine_item(item_name):
```

```
...
```

```
    elif (item["type"] == "fly"):
```

```
        for i in object_relations["game room"]:
```

```
            if i["name"] == "fly":
```

```
                if input("Do you want to kill this fly? Enter 'yes' or 'no'") == "yes":
```

```
                    object_relations["game room"].pop()
```

```
                    print("Congratulations! Annoying fly is dead!!!!")
```

DEMO STARTS HERE:



http://localhost:8892/notebooks/your-code/main_ALL.ipynb



THANKS!

Questions?