Get cupcake: Create your own text adventure in python

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Day 2 Wednesday 22.2

Check-In

Input Python functions & Object-Oriented Programming

Hands-on

- Rewrite the game sofar either in a procedural or in an object-oriented fashion
- Continue working on your project

Peer Reviews Guidelines

Consider following things:

- ▶ Play the game without looking at the code
  - ▶ are you able to play it smoothly?
  - ▶ do unexpected things (errors?) happen?
  - ▶ do you notice anything you'd do different for a smoother player experience?
- ▶ look at the code:
  - ▶ do you understand how it works?
  - ▶ do you notice any problems (in style or syntax or semantics)?
  - ▶ would you do stuff differently

Peer Reviews on github

We need to create a pull request on github.

- ▶ Go to your `git-bash` (or terminal in VSCode)

  $ git branch game $ git checkout game $ git push

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- ▶ Go to your repository on github
- ▶ Click on tab "Settings"
- ▶ Select "Collaborators" on the left
- ▶ Click on green button "Add people" at the bottom and search for the user name of the person who will be reviewing your code
- ▶ Everyone should get an invite for the repo of the other person (check email/github notifications)
- ▶ Accept the invite

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- ▶ Click on tab `Pull requests`
- ▶ Click on green button `compare and pull request`
- ▶ Create a pull request

Reviewing a pull request

- go to the repository of the person whose code you are reviewing
- go to tab `Pull requests`
- select open pull request
- go to tab `Files changed`
- you should be able to leave a comment on every line of the changed file

Questions for retrospective on Thursday

- ▶ What was my project/idea?
- ▶ What was important to me/what did I want to try out/learn?
- ▶ Have I achieved my goal? How far did I come in the implementation?
- ▶ What did I learn during the class/what are my take-aways?
- ▶ (How) will I continue working on the project?

-> 10 min per person